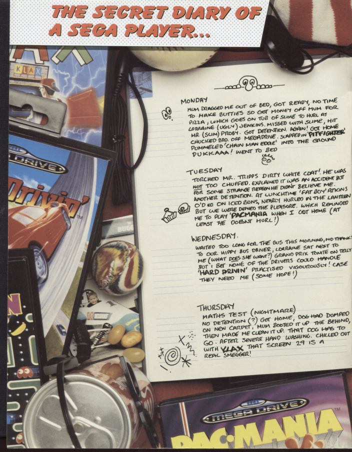
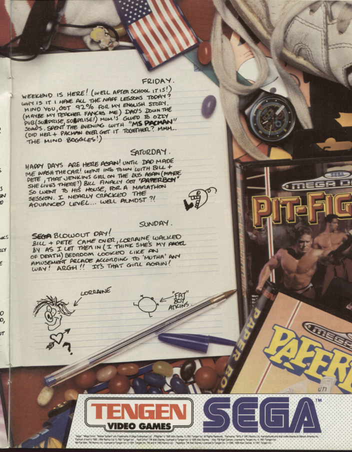

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THE SECRET DIARY OF A SEGA PLAYER...
MONDAY
MUM DRAGGED ME OUT OF BED, GOT READY, NO TIME TO MAKE BUTTIES SO GOT MONEY OFF MUM FOR PIZZA, WHICH GOES ON TUB OF SLIME TO HURL AT LORRAINE (UGLY) JENKINS. MISSED WITH SLIME, HIT MR (SLIM) PROBY. GOT DETENTION. AGAIN! GOT HOME CHUCKED BRO. OFF MEGADRIVE. SLAPPED IN 'PITFIGHTER' PUMMELED 'CHAIN MAN EDDIE' INTO THE GROUND DUKKAAA! WENT TO BED
TUESDAY
TORCHED MR. TRIPPS DIRTY WHITE COAT! HE WAS NOT TOO CHUFFED. EXPLAINED IT WAS AN ACCIDENT BUT FOR SOME STRANGE REASON HE DIDN'T BELIEVE ME. ANOTHER DETENTION. AT LUNCHTIME 'FAT BOY' ATKINS O'D ED ON ICED BUNS, NEARLY HURLED IN THE LANTERN BUT WE WERE DENIED THE PLEASURE. WHICH REMINDED ME TO PLAY 'PACMANIA WHEN I GOT HOME (AT LEAST HE DOESNT HURL!)
WEDNESDAY.
WAITED TOO LONG FOR THE BUS THIS MORNING, NO THANKS TO OUR HIPPY BUS DRIVER, LORRAINE SAT NEXT TO ME (WHAT DOES SHE WANT?) GRAND PRIX TONITE ON TELLY BUT I BET NONE OF THE DRIVERS COULD HANDLE 'HARD DRIVIN' PRACTISED VIGOUROUSLY! CASE THEY NEED ME (SOME HOPE!)
THURSDAY
MATHS TEST (NIGHTMARE) NO DETENTION (?) GOT HOME, DOG HAD DUMPED ON NEW CARPET, MUM BOOTED IT UP THE BEHIND, THEN MADE ME CLEAN IT UP. THAT DOG HAS TO GO. AFTER SEVERE HAND WASHING. CHILLED OUT WITH KLAX THAT SCREEN 29 IS A REAL SMEGGER!
KLAX
Drivin'
MEGA DRIVE
PAC-MANIA


FRIDAY.
WEEKEND IS HERE! (WELL AFTER SCHOOL IT IS!) WHY IS IT I HAVE ALL THE NAFF LESSONS TODAY? MIND YOU, GOT 92% FOR MY ENGLISH STORY. (MAYBE MY TEACHER FANCIES ME) DAD'S DOWN THE PUB (SURPRISE, SURPRISE!) MUM'S GLUED TO OZZY SOAPS. SPENT THE EVENING WITH "MS PACMAN" (DID HER + PACMAN EVER GET IT TOGETHER? MMM... THE MIND BOGGLES!)
SATURDAY.
HAPPY DAYS ARE HERE AGAIN! UNTIL DAD MADE ME WASH THE CAR! WENT INTO TOWN WITH BILL + PETE, THAT JENKINS GIRL ON THE BUS AGAIN (MAYBE SHE LIVES THERE?) BILL FINALLY GOT "PAPERBOY" SO WENT TO HIS HOUSE, FOR A MARATHON SESSION. I NEARLY CRACKED THE ADVANCED LEVEL... WELL ALMOST ?!
SUNDAY.
SEGA BLOWOUT DAY!
BILL + PETE CAME OVER, LORRAINE WALKED BY AS I LET THEM IN (I THINK SHE'S MY ANGEL OF DEATH) BEDROOM LOOKED LIKE AN AMUSEMENT ARCADE ACCORDING TO 'MUTHA' ANY WAY! ARGH!! IT'S THAT GIRL AGAIN!
LORRAINE
"FAT" BOY ATKINS.
MEGA DRIVE
PIT-FIGHTER
PAPERBOY
TENGEN
VIDEO GAMES
SEGA

A MULTITUDE



BLEEDIN' HEARTS!

The romantic SEGA FORCE Deadheads thought Saint Valentine's day belonged to the saint of soppiness, but they forgot that down in Neo-Tokyo's alleyways, St Valentine's Day has another meaning altogether — massacre! Comes of watching too many Hollywood movies about Al Capone. And talking of which — movies that is — check out our feature on the new wave of Japanese animated films — Manga — that are sweeping Britain in the wake of interest created by console games. Well done, game-freaks!

ADRIAN 'DON'T HE LOOK LIKE HIS MUM?' PITT, Dep Ed
Are we allowed to get all slushy and romantic in **SEGA FORCE**? I think not! We're mean, hard, hunky, chunky 'n' funky! (Speak for yourself! —Ed). I remember in the third year at senior school, I received the most disgusting Valentine's card I think I've ever read. It was filthy! Full of words I didn't understand (oh yeah! —Ed). I was sure young ladies didn't have such words in their vocabulary, so I went round the class checking all the *lads* handwriting, convinced it was a wind-up! To this day, I'll never know for sure exactly *who* sent that card (that's the general idea, dumbo! —Ed).
Fave Game of the Month:
GLOBAL GLADIATORS

MAT 'SQUIDGY' YEO, Prod Ed
What do I love? Good question! Well, how's about: *Star Wars*, E.M.F, Demi Moore, chilli beef pasties, long lie-ins, my stereo system, *Sonic 2*, the A45, Anarchic Adjustment clothing, R.E.M, *The Simpsons, Street Fighter II: Champion Edition*, large bank accounts, strong tea, Jo (RIP), *Select Magazine*, Sal and Rose (?), Jesus Jones, Sessions Skate Shop in Chicago, my ma and pa, 1970, and of course, **SEGA FORCE**! Cor, what a creep, eh?!
Fave Game of the Month: ROAD BLASTERS FX

IAN 'GIMME THE WEEKEND — THEN TAKE IT AWAY AGAIN!' CHUBB, Designer
Love and romance! It's something the Chubb family's known for — if I named all the women I've wined and dined, I'd fill a telephone directory! (And that's just using their initials! —Sub Ed). There are many things close to my heart, apart from my wallet. Like lazy weekends, convertible cars (flashy!), rice pudding, the colour purple (not the one starring Whoopi Goldberg!), sunny days, Pez sweets, toad in the hole (thanx, Mum!), 'Griff Rhys Jones' jokes and mountain biking. Now if you'll excuse me, I've a rather important dinner date…
Fave Game of the Month:
ROAD BLASTERS FX

PAUL 'ANGEL HEART ACID HEAD' WOODING, *Staff Writer*
What is love, eh? Many have tried to define it but no one's ever hit upon the correct description that incorporates everything to do with love… until now! Love is guitar music played live, loud and long, love is a pop-rock band from the Stourbridge area who won't let ya down gently! Love is a blonde-haired babe with a mauve Mini! Love is a luscious green Metro with simulated walnut veneer dash and one hubcap missing! Love is all you need! Of course, love goes down a whole better with a huge wad of notes to splash out on ya loved ones, so all donations will be gratefully received. Ta!
Fave Game of the Month:
MEGA-LO-MANIA

WARREN 'MILLS & BOON' LAPWORTH, Sub Ed
Ah, the things we do for love! Like walking in the rain and the snow… Sorry, I don't know what came over me! I love lasagne, music, rum, CDs, 'horizontal jogging', Joy Division, chilli, guitars, pointy footwear, comics, The Icicle Works, surreal art, whisky, lemon tea, Depeche Mode, wacky films, *Dragon's Fury*, black clothing, *Rolo To The Rescue*, 1988, sleeping, silly action figures and those little blue salt bags you used to get in Smiths crisps! But what I love most of all is 'the nearest and dearest', my 'other half', beloved, sweetheart… (I think I'm gonna be sick! —Ed.)
Fave Game of the Month: MEGA-LO-MANIA

OF MARVELS FOR MARCH

15

TOKYO 2 CREW

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Big Ed's decision is final in all competitions — so nah! Full rules are available on request.

We can't guarantee to return anything sent to SEGA FORCE unless accompanied by an SAE and even then, we might lose it!

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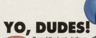
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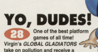
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YO, DUDES!

28 One of the best platform games of all time! Virgin's *GLOBAL GLADIATORS* take on pollution and receive a SEGA FORCE Smash for their efforts!







SONIC 2 LEVEL SELECT

43 At last! The magic combination's revealed in the Cheat Chamber! Plus more EXCLUSIVE *SONIC 2* cheats and codes! Cool!

PHASE A LASER!

22 Deadheads, Mat and Paul, visit LASER QUEST in Stourbridge and get to grips with a light phaser. Zap! Gaming antics a-plenty and a compo to boot. Grab special offers at your local Laser Quest for a whole year!

MANGA IS HERE!

84 But what exactly is it? Who the hell's Akira? Have a butcher's at our Mega guide to Manga and win some videos!

STORE DETECTIVES

88 Shops claimed to have had a prosperous Christmas! But what are their plans for spring and the rest of '93? The Deadheads take a nosey at some of the big high street names and unearth their plans for the coming year.

BEAM ME UP, DEADHEADS!

58 Calling all *STAR TREK* fans. Want some corking Trekkie gadgets and gizmos? The Black Marshal's got some to give away. Yep! Yet another exclusive SEGA FORCE competition! Boy! We're *so* generous!

FORCE tested!

SUBSCRIBE HERE!

59 You're so impressed, you wanna grab 12 months' subscription to the best mag for Sega game-freaks. More smart gifts and special offers.

REGULARS

Gotcha!

We promised you *Streets Of Rage II*, *Chakan* and *Shinobi III* for this issue. Sadly, we've had to put things on hold.

At present, Sega won't send Mega Drive titles to magazines before they hit the shelves. Instead, SEGA FORCE are invited to visit Sega's offices in London to see what's on offer. A visit was organised before Christmas, but due to the mad Chrimbo rush and our tight deadlines, we didn't play each game as long as we'd have liked and were unable to get screenshots.

Fret not! Next month we'll have loads of Sega-produced games, including the three we put on hold. *We'll* have the FINISHED cartridges, yes indeedy (take note, other mags!). We *could've* printed something this ish, but without all the material, things would've looked a touch half-hearted. Not our style at all!

SEGA FORCE has a duty to bring you quality material. We've started giving some games massive four-page reviews. We'd love to do the same with Sega's products but, in this instance, it wasn't possible. Maybe next ish? Just thought we'd let you know where things stand.

FUNDAY TIMES

On January 10, The Sunday Times started running a regular computer column. Called Byte Size, it's written by SEGA FORCE's very own Ben the Boffin! The folks at The Sunday Times were so impressed with Ben's Master Blaster column in this very mag they asked him to contribute to the country's top Sunday paper. Byte Size runs in the Funday Times every week and aims to be the most up to date console column in the country. Packed with the latest reviews, news, tips, charts and competitions, it's chock-full of the usual high quality info you're used to seeing in SEGA FORCE. Unlike a monthly publication, you can guarantee the reviews and tips are hot off the press. So make sure someone in your house gets The Sunday Times, containing Byte Size, and get up early!

GET REAL!

Sega is to gain some of the world's most advanced image technology through a deal with General Electric's simulation and systems division. General Electric's photo-texture process will make games more realistic, using real-world pictures to produce continuous life-like images. Wow!

遊星 Sega World

NORTON KAI REPORTS FROM JAPAN

On December 6 the hallowed home of sumo wrestling, Kokugikan, was transformed into **Planet Sega World** — a showcase of **Sega**'s latest and upcoming Mega Drive, Mega-CD and Game Gear titles.

12,000 visitors attended three two-and-a-half-hour sessions. Each kicked off with a dramatic fanfare, smoke, lights and a stunning projection of *Sonic 2*.

Sonic himself appeared in person, although Tails was nowhere to be seen. There was a talk show with TV celebrities, a *Sonic 2* game contest and musical entertainment, but scant few paid attention. Their interest lay in games, and Planet Sega World showed off **Sega**'s true, arcade-oriented strengths.

Sample the sights

Well over a hundred TV monitors were set up with sample carts and CDs, and people thronged for a chance at the hits of tomorrow, among them *Sonic CD* *(also see page 8)*. Unveiled for the first time at Sega World, it appears very similar to *Sonic 2* (but without Tails), so you're assured of more zippy, high-speed madness from the blue wonder.

Sega's own Mega Drive title *Streets Of Rage 2* looked sharp, as did *G-LOC*, *Golden Axe 3* and *Puyo Puyo*, a *Tetris*-style 'manipulate things dropping from the sky' game.

For Mega-CD, **Sega** showed off *Final Fight CD* on licence from **Capcom** (the folks that made *Street Fighter II*), *Sim Earth* and the gor-

LIVE AND DIRECT!

What are you doing between 16 and 20 September? The chances are you could be one of the thousands of people attending the **Live '93 Consumer Electronics Show** in London. This massive show's being held in **Olympia 2** and promises to be the event of the year — even bigger than GamesMaster Live!

The expected audience is between 150,000 and 175,000 people across the five days. Amongst the exhibitors are **Kodak**, **Amstrad**, **Sony**, **British Telecom**, and of course, us!

Yep, that's right, the **SEGA FORCE** Deadheads will be there to take on all you hot gamesplayers. We'll run game challenges, competitions and answer all of your **Sega** questions.

As a bonus, **SEGA FORCE** readers will be offered special admission prices. Cor, aren't we generous?

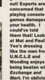


So the place to be this year is **Olympia 2**. Be there in September 'cos it's gonna be the biggest computer event yet! Details of **Live '93** are still being sorted at the moment so keep an eye on these pages for further info.

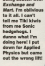




Two views of the stunning video wall and lightshow, which kicked off Planet Sega World.



The crowds thronged to have a go at every game on exhibit, and it wasn't only the younger game freaks — you had to be big to grab a joypad!



geously detailed *Batman Returns*. Game Gear fans can look forward to at least five titles in the near future, including *Lemmings* and *Puyo Puyo*.

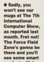
Third-party titles also showed great promise. **Namco** will have *Splatter House 3* ready for launch in March. **Taito** unveiled its arcade coin-op translation of *Night Striker*, a simulated 3D shooter for CD.

Konami proudly exhibited *TMNT* for Mega Drive (previewed page 15). Although this was the only Konami title on display, at least three other titles are close to launch.

Game Arts weighed in with *Silfield* for CD, a true 3D shooter employing polygon graphics. Although the demo sequences looked great, there was no playable version. Keep your eyes open for this one.

Another great-looking CD game was **Sony Imagesoft**'s *Sewer Shark* (recently Pre-Played) — but, like all too many titles, I found it too much to handle. Great looks, naff playability... *Taz-Mania* anyone?

There's more on CD-mania on these pages!



ADEY BABE'S MOST MEANINGFUL NATTER BIT

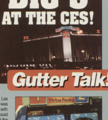
● Have ya noticed the flak Nintendo's bin gettin'? The media have really got their claws out! Experts are concerned that playing console games damages your health. I could've told them that! Look at Mat and Paul! Yeo's dressing like the men from U.N.C.L.E and Wooding enjoys being beaten with *Exchange and Mart*. I'm oblivious to it all. I can't tell me Tiki kiwis from me Sonic hedgehogs. I dunno what I'm doing here! I put down for Applied Physics but came out the wrong lift!

● Sadly, you won't see our mugs at The 7th International Computer Show, as reported last month. Fret not! The Force Field Zone's gonna be there and you'll see some smart products. We're now hanging-out at *Live '93* in September. Just gives us a little longer to get our makeup on!

● It looks like Gutter Snipe's in love! We can't have a sensible conversation with him and he's off his food. Check out his column for more details. Happy Valentine's Day!

'BIG S' AT THE CES!

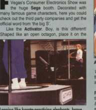




By Marshal Rosenthal

For us game-freaks, the focus of Las Vegas's Consumer Electronics Show was the huge **Sega** booth. Decorated with many famous game characters, here you could check out the third party companies and get the official word from 'the big S'.

Like the **Activator**. Boy, is this different! Shaped like an open octagon, place it on the





Leaping like karate-practising elephants, brave souls try out Sega's Activator. Works great, but have you got a living room big enough!

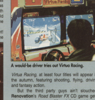


floor and step in it! It turns your whole body into a controller, hooks up like a joystick and works with standard games.

Start kicking, punching, moving around and watch body motions translate into onscreen action. Eight infra-red modules do the trick. As you break the light paths, they're translated into D-pad moves.

Virtual VCR uses new compression techniques to squeeze over an hour of motion video on a Mega-CD disc. You can see hot stars like **Prince**, playing hits from his *Diamonds and Pearls* album and behind-the-scenes footage of him and his band. *March Of Time*'s being put together from *Time* magazine's library of documentaries.

Virtua Sega's a full-colour Virtual Reality peripheral. Tied in to the launch of the 32-bit



A would-be driver tries out Virtua Racing.

Virtua Racing, at least four titles will appear in the autumn, featuring shooting, flying, driving and fantasy action.

But the third party guys ain't slouches. **Renovation**'s *Road Blaster FX* CD game gets the lowdown on page 66 and their cart-based *Elemental Master* looks hot, too. It's a fast shoot-'em-up featuring a mystic dude on a fighting quest. Each level completed gives a new power based on the elements — the flame attack's the one we want!

Cartoon characters are a main thrust from the gaming companies. They're coming from **Accolade**, **Konami** and others, but **Sunsoft**'s **Aero The Acrobat** has a lean, mean look. This toothsome fellow manoeuvres through the deadly screens of a demented circus! Secret rooms, crazy sideshows and colourful animation spice up this unusual platformer.

Drac's on disc!

CD-ROM fans are drooling for a bite of Bram Stoker's *Dracula* (**Sony Imagesoft**). Digitised video, that hateful-to-all-good soundtrack and animated action abound as you search for weapons to impale old Drac. But watch out — his powers and lust for blood could turn you from hunter to hunted!

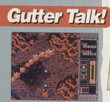
The **Jaguar XJ220**'s one hot car to drive







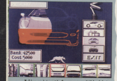
Gutter Talk!



Cart-based *Elemental Master* from Renovation

around. In **JVC**'s game, you race it against 20 mean drivers on 16 tracks. 'Course, you can design your own track, but what I dig are the realistic collisions and damage cars take!

Potentially more painful is *Wayne's World*. You take Wayne and Garth through action screens in pursuit of big bucks to save their basement TV show. Cart-based, the characters have big heads, use silly and stupid tricks to defeat enemies and get around. It's fun — but unfortunately I couldn't get a pic.



Taking an interest in Sega games, JVC had their Joguar XJ220 racing sim at Las Vegas CES.



TURNING JAPANESE!

Wanna know what's new and groovy in the world of **Sega**? Good, 'cos we've got some hot news direct from the land of the rising sun!

Heard the news about *Sonic* on CD being the same as the cart... or is it totally different? Check out the screenshots at the top of the page and to the right to see exactly what everyone's ranting and raving about. New, bigger levels, stunning sound, fantastic animated intro and in-game sequences! Should be pretty smart!



It's all new! CD Sonic travels through time to see his past and future, he's up against different looking enemies, and speeding through new landscapes (see right).

However, *Sonic 2* isn't the only big release to get you prospective Mega-CD owners excited. *Final Fight*'s being converted to the Mega-CD and judging by the screenshots, *Street Fighter II* pales in comparison!

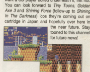
But if you're happy with your MD and don't



So that's the story: Sonic storyboards on show in Japan for the cinematic CD opening sequence.

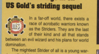
want a CD player bolted underneath it, fret not. You can look forward to *Tiny Toons*, *Golden Axe 3* and *Shining Force* (follow-up to *Shining In The Darkness*) 'cos they're coming out on cartridge in Japan and hopefully over here in the near future. Stay tooned to this channel for future news!





STRIDER II

Plasma sword in hand, MAT YEO swings in on US Gold's striding sequel



In a far-off world, there exists a race of acrobatic warriors known as the Striders. They are the last of their kind and all that stands between an evil wizard and his plans for world domination.

The mightiest Strider of all is a young warrior called Hiriu. It has fallen on him (painful! —Sub Ed) to set out on a treacherous mission to stop the evil Grand Master and save his beloved princess! Can he stop his fiendish foe? Play *Strider II* to find out!

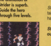
There are five highly challenging levels to tackle in this latest offering from **US Gold**. The original *Strider* proved very popular on the MD and MS and the sequel should be even better. **US Gold** have worked closely with arcade aces **Capcom** to produce a stunning game all MS fans will want!







As in the MD version, the animation of Strider is superb. Guide the hero through five levels.

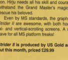


Strider himself is a well animated sprite, armed with such weapons as a plasma sword and deadly shurikens. He needs these to defeat mutant soldiers, sentry robots, genetically advanced plants and homing missiles.

Getting past these obstacles is just the easy part! On the last level, Strider enters into the Master's lair for the final confrontation. Hiriu needs all his skill and courage to withstand the Grand Master's magic and rescue his beloved.

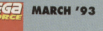
Even by MS standards, the graphics in *Strider II* are awesome, with both horizontal- and vertical-scrolling screens. A must-have for all MS platform freaks!

***Strider II* is produced by US Gold and is out this month, priced £29.99**





US Gold have worked closely with Capcom to produce a stunning MS sequel.




FROM THE GUTTER...

Gutter Snipe gets loadsa letters asking when certain games are gonna be released. The list below hopefully sheds a little light!

MEGA-CD

Many of the CD titles below are available in America as we write. Several *should* all be available in Britain this summer.

BATMAN RETURNS	(Sega)
CHUCK ROCK	(Virgin)
CITIZEN X	(Sony)
DRACULA	(Sony)
HOOK	(Sony)
FLASHBACK	(US Gold)
LEISURE SUIT LARRY	(Sierra On-Line)
MAKE YOUR OWN VIDEO	(Sony/Sega)
METAL FANG	(JVC)
MIXED-UP MOTHER GOOSE	(Sierra On-Line)
NIGHT STRIKER	(Taito)
NIGHT TRAP	(Sega)
OUT OF THIS WORLD	(Virgin)
RISE OF THE DRAGON	(Sega)
SECRET OF MONKEY ISLAND	(JVC)
SEWER SHARK	(Sony)
SHERLOCK HOLMES	(Sega)
SPIDER-MAN	(Sega)
STAR TREK	(Sega)
STELLAR 7	(Dynamix)
SWITCH	(Compile)
TERMINATOR	(Virgin)
WILLY BEAMISH	(Dynamix)
WING COMMANDER	(Sega)
WOLFCHILD	(JVC)
WONDERDOG	(JVC)

MEGA DRIVE

AGASSI TENNIS (TecMagik)	May/June '93
ANOTHER WORLD (Virgin)	Feb/Mar '93
BATTLETOADS (Tradewest)	Apr/May '93
BUBSY (Accolade)	TBA
CAPTAIN PLANET (Sega)	TBA
CHAKAN (Sega)	Out now
CHESTER CHEETA (Kaneco)	Mar/Apr '93
COOL WORLD (Sega)	Feb/Mar '93
CRASH DUMMIES (Acclaim)	TBA
DESERT STRIKE (Domark)	Aug '93
DOUBLE DRAGON III (Acclaim)	March '93
FLASHBACK (US Gold)	Mar/Apr '93
GADGET TWINS (Imagitec)	Feb/Mar '93
GOLDEN AXE 3	Feb/Mar '93
G-LOC (Sega)	TBA
HARDBALL (Accolade)	TBA
HUMANS (Imagitec)	Feb/Mar '93
JOHN MADDEN '93 (EA)	Out Now
LOTUS TURBO CHALLENGE (EA)	Out now
MEGA-LO-MANIA (Virgin)	Feb/Mar '93
MICK AND MAC (Virgin)	Mar '93
M. MACHINES (Codemasters)	Feb/Mar '93
NINJA GAIDEN (Sega)	Jan/Feb '93
PAPERBOY II (Domark)	February '93
PGA TOUR GOLF II (EA)	February '93
POWER GOLF (Accolade)	TBA
POWERMONGER (EA)	Out now
PRO-AM (Tradewest)	TBA
PRO-QUARTERBACK (Tradewest)	TBA
ROAD RASH II (EA)	Out now
ROAD RIOT (Domark)	April '93
ROLO TO THE RESCUE (EA)	Out now
RISKY WOODS (EA)	Out now
SHADOW OF THE BEAST II (EA)	Out now
SHINOBI III (Sega)	Out now
STEEL TALONS (Domark)	February '93
STREETS OF RAGE II (Sega)	Out now
STRIDER II (US Gold)	Mar/Apr '93
SUMMER GAMES (Accolade)	TBA
SUNSET RIDERS (Konami)	March '93
SUPER WWF (Acclaim)	Out now
SUPERMAN (Virgin)	TBA
SYLVESTER & TWEETIE (TecMagik)	TBA
SUMMER CHALLENGE (Accolade)	TBA
T2: THE MOVIE(Acclaim)	TBA
TERMINATOR 2 (Acclaim)	Out now
TINY TOONS (Konami)	May '93
TOEJAM & EARL II (Sega)	TBA
TOXIC CRUSADERS (Sega)	TBA
TURTLES (Konami)	March '93
WARP SPEED (Accolade)	TBA
WHERE IN THE WORLD...? (EA)	Out now
YOUNG INDIANA JONES	TBA

MASTER SYSTEM

AGASSI TENNIS (TecMagik)	Apr/May '93
BUGS BUNNY (Sega)	TBA
BART VS THE WORLD (Acclaim)	June '93
CALIFORNIA GAMES II (Sega)	TBA
CAPTAIN PLANET (Sega)	TBA
DESERT STIKE (Domark)	Aug '93
HOME ALONE (Sega)	TBA
FORMULA 1 GRAND PRIX (Domark)	Aug '93
JAMES BOND (Domark)	April '93
JAMES POND (US Gold)	TBA
KRUSTY'S FUN HOUSE (Acclaim)	April '93
MICKEY AND DONALD (Sega)	TBA
PAPERBOY II (Domark)	May '93
PREDATOR 2 (Acclaim)	Out now
RAD MOBILE (Sega)	TBA
ROBIN HOOD (Virgin)	Mar/Apr '93
ROBOCOD (US Gold)	TBA
SPEEDBALL II (Virgin)	Out now
SPIDER-MAN (Virgin)	TBA
SPIDER-MAN 2 (Acclaim)	April '93
STREETS OF RAGE (Sega)	TBA
SYLVESTER & TWEETIE (TecMagik)	TBA
T2: THE MOVIE (Acclaim)	TBA
TECMO WORLD CUP SOCCER (Sega)	TBA
WWF STEEL CAGE (Acclaim)	July '93

GAME GEAR

LITTLE MERMAID (Sega)	TBA
ALIEN 3 (Acclaim)	Out now
BATMAN RETURNS (Sega)	Out now
DEFENDERS OF OASIS (Sega)	Out now
DOUBLE DRAGON XTRA (Virgin)	TBA
FORMULA 1 GRAND PRIX (Domark)	Aug '93
HOME ALONE (Sega)	TBA
JAMES BOND: THE DUEL (Domark)	May '93
KRUSTY'S FUN HOUSE (Acclaim)	April '93
LITTLE MERMAID (Sega)	TBA
MICKEY AND DONALD (Sega)	TBA
PAPERBOY II (Domark)	May '93
PREDATOR 2 (Acclaim)	March '93
ROBOCOD (US Gold)	TBA
SPIDER-MAN 2 (Acclaim)	April '93
SUPER OFF ROAD (Virgin)	Out now
TALESPIN (Sega)	TBA
TOM AND JERRY (Sega)	TBA
YOUNG INDY (Sega)	TBA

This is a rough guide to forthcoming releases. Software houses may decide to release games at different times to those stated. TBA (To Be Announced). We'll update the list monthly, to delete any that don't look likely and include further new releases. Keep your eyes peeled on our news and previews for definite info on release dates.

BUCKLE UP!

Those wacky American TV stars, the **Crash Dummies**, are making their appearance on **Sega** machines very soon.

The Crash Dummies are proving to be big business in the States at the moment due to a series of hilarious safety ads. They inform children of the dangers of not wearing a seat belt in a humorous way and their popularity's resulted in a range of smash 'n' crash toys.

Spin, Slick and the other Dummies are due to appear on the MS, GG and possibly MD some time this summer. Those clever chaps at Acclaim are releasing all three versions and if their other games are anything to go by, *Crash Dummies* is bound to be a success!

So for loads of fast fun, check out *Crash Dummies* soon. And as Slick says, 'Don't be a dummy: buckle your safety belt and leave the crashin' to us!

SCREEN STAR: Robin Williams' new film Toys has footage from the video game being produced at the same time. He doesn't offer tips on getting through the levels.

JAMES BOND: The Duel

Slipping a Walther PPK pistol in one pocket and a joypad in the other, MAT YEO grabs his luggage — he's going on holiday! But his destination's not the scenic isle he expected...

The world is once again threatened by the forces of evil! An insane criminal mastermind is plotting to take over the governments of the world! Professor Greypen has constructed an artificial island in the Pacific Ocean using money from his dealings in the international arms business. With the island as his base, Greypen intends to launch a shuttle into space. Once in orbit, the shuttle will release a satellite armed with a powerful laser cannon, able to destroy any target on the planet!

World leaders have gathered to come up with a plan to stop the madman. Special agents have been sent to the island but all have been killed. Now it's up to James Bond to save us all!

MSterpiece!

James Bond: The Duel was reviewed on the MD in issue 13, scoring a massive 80%. The good news is MS owners can now take on the role of the world's most famous spy! This cracking platform game will appear in March and should be a real winner. There are 12 action-packed levels, each with its own nasty obstacles. Familiar Bond villains such as Jaws, Bones and Oddjob make an appearance, along with such other fiends as snipers, robots and metallic fish.

On each level, Bond finds handy cases left

Above: Take that! James Bond deals with the bad guys as only he knows how. Ammunition is in short supply so look out for extra clips.

Above: What did you say about my wife? Secret agents might be tough but they're not indestructible. Duck down to avoid enemy fire.


SEGA FORCE(イギリス)

順位	ゲーム名
1	ソニック・ザ・ヘッジホッグ2
2	デザートストライク
3	オリンピックゴールド
4	タズ マニア
5	ターミネーター
6	EAホッケー
7	エイリアン3
8	アイラブドナルドダック
9	ロード・ラッシュ
10	カメレオンキッド

ソニック2は納得できるけど、他は日本じゃ考えられない順位だ。全般的に映画ものが強そう。

BATFIGURES
FOR BATFANS

MARSHAL ROSENTHAL REPORTS: If you can't get enough of **Batman**, you'll be pleased to know the animated series is doing so well that a whole line of action figures and the like are being prepared.

We'll let you know more after **Toy Fair** hits New York, but there are some cool miniatures from **ERTL Toys**, and **Kenner** are repeating their mega-success *Batman Returns* line with stuff from the cartoon. We'll have a competition soon so you can win some.

One last little note. BEEP, the Japanese Sega bible, ran an article on foreign Sega magazines. Spain, France, America and Britain all had a magazine reviewed. Which British mag was picked? We cannot tell a lie, it was us! SEGA FORCE is now a household name with every Japanese family this side of Mount Fuji! (Well, nearly!)

Left: Hat's your lot! Oddjob is the end-of-level guardian in the main base. Watch out for his steel tipped head gear. Stay low and keep firing to finish him off. The lava below will kill you.

by Q which contain useful items including missiles, grenades and extra lives. There are also computer terminals, which act like restart points. Bond has to rescue hostages and make it to the exit on each level.

With fast and furious action, stunning visuals and top-notch sound, this is one game every MS owner will enjoy.

JAMES BOND: The Duel is out from Domark in March, priced £29.99

Below: How do you do that voodoo? In the forest graveyard, 007 encounters Bones. The voodoo master tries to finish off our hero with his knives. Use the platforms in the trees to leap to safety. Jump down to fire.

FATAL FURY

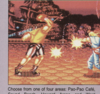
Here it is — the Street Fighter killer for the Mega Drive! Hard fighting, violence, pain. Forget about scoring points, this is about beating the hell out of your opponent! The BLACK MARSHAL loves it.

Southtown City is ruled by three things: violence, money and power. All under the control Geese Howard.

Terry and Andy Bogard know the depths of Geese's brutality — he murdered their father. The brothers have spent many years honing their skills in anticipation of bringing Geese down.

Their chance comes as Geese gathers the town's street fighters to compete against one another. Along with their friend Joe Higashi, a kick-boxing champion, now's the perfect time for revenge!

Plug in Takara's *Fatal Fury* cart, enter Champion Battle mode, choose a hero and prepare to take on terribly strong fighters! Each increasingly difficult stage brings you closer to the ultimate battle against Geese Howard.



Choose from one of four areas: Pao-Pao Café, Sound Beach, Howard Arena and West Subway.

On the button

A fighter must defeat his opponent in two out of three rounds to be declared the winner and advance to the next stage. Forget about points — batter the other guy into the ground!

In Street Fight mode, you control one of the good guys while your human or CPU opponent selects any of the nine fighters — including the guy you chose.

It's obvious you'll spend some time learning the controls. I suggest a two-player game with no one at the other joypad. Button combinations aren't given. Apart from for leaping, crouching and defensive moves, you have to discover them yourself.

The animation's really important — and it's

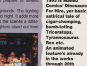


better here than in any Sega fighting game in a long time. It's got a dirty, gritty feel to it. Everything moves real fast.

Side to side, back and front!

One cool thing is the characters stand not only side-on but also toward and away from the background. So if that big Raiden's leaping to butt heads from the rear, your fighter's back faces the screen as you prepare to defend yourself.

Check out those backgrounds. The lighting changes as day passes into night. It adds more realism to the game, gives the scenes a different look and makes the fighters stand out from



All of the characters in Fatal Fury have special moves to master. Some have certain physical attacks and others have energy powers.



Defeat your opponent in two out of three rounds to win and advance a stage.

the background. The weather also changes. When it rains it gets harder to see.

There's some great animation touches. Check out the way Raiden grins as he leaps at your head. His poisonous breath's a hoot to watch, too. Better duck under it or you're sanitised the hard way!

Ya big ape!

Most characters can toss special stuff. Terry and Geese have 'Power Waves' — jets of flame that erupt on the floor when one of them pounds their fist into it. Geese has a really fast foot and can grab hold of the top of the screen and come at you from above, wacking repeatedly with those legs.

Other special moves have neat effects. Joe turns his whole body into this flaming spear! It looks as good as it hurts bad!

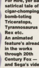
But the best has to be Tung Fu Rue and his transforming ability. Tung Fu transforms into a big ape and beats his chest! Defeating him means tackling two guys — Tung in both human and ape form. Ain't easy.

Expect to spend a lot of time with *Fatal Fury*, discovering new fighting techniques as you bash heads to pulp. This one's gonna be a keeper.

MARSHAL

IT'S A COMIC, IT'S A GAME

Marshal Rosenthal reports from the States: One of the hot new comics for 1993 is Malibu Comics' Dinosaurs For Hire, yer basic satirical tale of cigar-chomping, bomb-toting Triceratops, Tyrannosaurus Rex etc. An animated feature's already in the works through 20th Century Fox — and Sega's video game looks to be a real hoot, combining cartoon violence with a reptilian sense of humour. It's timely, too: dinosaurs are all the rage, in books, museums and films (Spielberg's Jurassic Park due soon — one NOT to miss!).

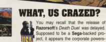




Outlander is a smart road battling game out in the US at the moment. The action is platform and racing car based. Check out our amazing review in the next issue!

MD owners will soon be able to take charge of Marvel Comics mutants! The Uncanny X-Men is due out in the states any day now. Watch out for a UK release.

WHAT, US CRAZED?



You may recall that the release of **Razorsoft**'s *Death Duel* was delayed. Supposed to be a **Sega**-backed project, it appears the corporate powers-that-be decided it was too ugly to put their name to. According to Razorsoft's **Mike Brazier**, 'It's not a crime *Death Duel* was judged to be too radical a departure from traditional video games. The real crime is a few 40-year-old marketing analysts are making this decision for hundreds of thousands of crazed gamers.'

Or maybe, like us (see the *Death Duel* review, last ish), they thought the gameplay wasn't so hot?

Turn a few pages to 40 to see *Jerry Glanville's Pigskin Footbrawl*, Razorsoft's latest and somewhat better dose of 'no gain, all pain'.

Razorsoft are also producing toys. Nope, not action figures or lunchboxes — it's the **M7000 DiskLauncher**, due this summer.

With practice and a flip of the wrist you can propel this baby nearly 200 metres and five storeys high. Yeh, fun for playing catch and watching the wind currents bounce around.

But the interesting thing is that Mike says the M-7000 can hit speeds in excess of 60 mph! Plenty of *Friday the 13th*-style possibilities there...

Marshal Rosenthal

FRANTIC FOUR-PLAYER FUN!

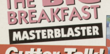
Tengen, those clever chaps who brought you such **Sega** classics as *Pit Fighter*, *RBI Baseball* and *Steel Talons*, are releasing a smart four-player adaptor for the Mega Drive. This handy device plugs into both ports and allows four joypads to be attached.

The device is due to be launched in Japan soon and costs around $25 (about £16). The first four-player game will be an 8 Meg version of *Gauntlet*. This arcade classic featured four players so it should be well worth playing with the adaptor. No UK release date as yet but



when we hear something, so will you!

‘HAVE AN OPINION, BOY!’



Gutter Talk!

They’re the wackiest duo on morning television. Aliens Zig and Zag review the latest console games on Channel 4’s The Big Breakfast on Mondays at 7.30. But what makes them tick and what’s their favourite console game? ADRIAN PITT put together some alien-bending questions and conducted a zany interview!

Ade: ***Okay, guys. When did you land on Earth?***
ZAG: When we ran out of Zogmobile fuel. That’s our spaceship, in case you didn’t know.
ZIG: It runs on pepper, that stuff that makes you sneeze. That’s how our Zogmobile runs, turbo-injected Sneeze Power.
ZAG: But since you don’t *have* pepper on Earth, we’ll be parking here for a while.

Ade: ***Hmmmm! We don’t know much about your home planet. Tell us what Zog’s like.***
ZAG: You go past Pluto, take the second turning on the left and you can see it for yourself.
ZIG: It’s exactly like Earth, except it’s completely different.

Ade: ***I can’t quite pin an age on you. How old are you both?***
ZAG: There’s no age on Zog.
ZIG: We go by height. I’m taller than Zag at the moment. I’m 3' 2", Zag’s only 3' 1-and-a-bit”... that makes me in charge.
(*SMACK!*)
ZIG: Ouch! Okay, we’re the same height (’cept I’m a little bit taller! Sssshhh! Don’t tell grumpy Zag trousers!!).
Ade: ***You pair are full of beans! Do you have any hobbies?***
ZAG: I collect celebrity toenails. My most prized toenails are all three of Michael Jackson’s big toe toenails.
ZIG: Gosh! The hours I spend arranging my belly button fluff collection. Excellent hobby!

Ade: ***I’d imagine you’re quite fussy about your food. What are your favourite meals?***
ZAG: For starters, a rich consommé with garlic croutons.
ZIG: Yeah, me too! With extra custard.
ZAG: Zig, have an opinion, young man. You’ll just have to put it with a side order of tuna and chocolate sauce. Scores ten out of ten on the Mouth Droolability scale.
ZIG: Yeah, me too!

Ade: ***What I’m dying to know is, how did you get to be on* The Big Breakfast*?***
ZAG: Bob rang.
ZIG: Say no more. (Zag, who’s Bob?)

Ade: ***I think presenter Chris Evans is quite funny. What’s he like to work with?***
ZIG: Chris is our dad. He brings us on picnics.
ZAG: I was in Hollywood, Summer ’92, having brunch with Geena Davis in ‘Spagos’, when I got a phonecall on the mobile. The guy said, ‘My name’s Chris Evans, we want you on *The Big Breakfast*.’ So I said, ‘Geena, gotta catch the Red Eye to Heathrow.’ So I picked up Zig over at Luke Perry’s house, packed a bag and here we are!
ZIG: You were in LA.
(*SMACK!*)
ZIG: Ouch!
ZAG: What was the question again?

Ade: ***What do you enjoy most about your computer slot on a Monday morning?***
ZAG: Seeing the new games before they’re in the shops. It’s COOOOOOOLLL!

CD SWEEPS THE WORLD

The CD business is set to get even bigger now that names such as **Konami**, **Capcom** and **Sony** have thrown their weight behind the **Sega** CD system.

Konami plan some excellent Mega CD games including *Tiny Toons*, *Contra Spirits* and *Castlevania IV*. And Capcom are set to release such titles as *Strider Deluxe*, *Forgotten Worlds Deluxe*, *Captain Commando* and the imminent *Final Fight* on CD.



There are also rumours of a certain streetfighting game coming out on shiny disc...wonder what that could be?

We’ve already viewed Sony Imagesoft’s *Sewer Shark* (Issue 13), but coming soon are two versions of *Make Your Own Music Videos* — one with **Kriss Kross**, another featuring the **C&C Music Factory**.

Film fun

The cart-based *Hook* is going down the CD-ROM route and will feature digitised scenes from the film and music from the soundtrack. Even *Chuck Rock*’s getting a revamped outing.

At the Tokyo Toy Fair, **Virgin Games** had the *Terminator* CD game on show. It’s basically the same as the 8 Meg version, but now features 12 minutes of digitised film footage.

And in Tokyo Sega themselves announced the *Sonic The Hedgehog* CD will contain sampled speech, cinematic intermissions, CD sound and brand-new levels! *Sonic 2* on CD could be an almost completely different game, and Sega are investing more than $5 million in the **Sega Multimedia Studios** in California to add features like these.

CD on MTV!

Other official CD titles announced were *Turbo OutRun*, *Super Monaco GP*, *Galaxy Force II*, *Power Drift* and *Rad Mobile*. Also due is *Golden Axe III: The Return of Death Adder*. The arcade version is a 32-bit stunner and the CD version could be just as good.

Back in the USA, the recently-launched Mega-CD has been going down a storm. Known

Ade: ***Had you played computer games before you landed on Earth?***

ZIG: Yeah, and Camel Flarping — but only when it's in season.

ZAG: And if the camels are willing to play.

Ade: ***A birrova tough one, this. Which is your favourite console, the Mega Drive or the Super Nintendo?***

ZAG: Both are equally good. 'Course, it depends on the games!

Ade: ***Okay, so what are your favourite games on the Mega Drive and SNES?***

ZAG: *Sonic 2* and *The Addams Family*. *Super Mario World*'s good, too.

Ade: ***Who's the better gamesplayer?***

ZAG: I think that's an obvious one.

ZIG: Sponges come from under the sea, y'know.

ZAG: Look, readers, it's okay for you. I've got to live with him!

Ade: ***If I can just butt in, do you think console mania will catch on in Zog?***

ZIG: I've got a friend called Derek and another called Emma, they live across the road.

ZAG: Answer the question, young man. Never mind. It's already caught on at home on Zog. We've got ZNES and Zega Drive. But most popular is the Zega Game Gear and *Zonic The Hedge*. It's about gardening. Hedge trimming's **big** on Zog.

Ade: ***Oh, and just one last question before I leave you guys. Would you both like to star in your own console game?***

ZIG: Paul and Mark are brothers and they live beside the dry cleaners.

ZAG: Sorry about Zig, everybody. Speaking for both of us, we'd love to star in our own console game. Maybe we'd call it *The Search For Zig's Brain*...

Tune in next month for more sensible stuff from Zog's most famous duo.

there as the Sega CD, it's been helped by a massive TV ad campaign including MTV, and shops have already asked for 270,000 units. It's flying off the shelves and they're hard pushed to keep up with demand.

The only obstacle is the high price of $299 (roughly £180). This is sure to drop soon, though — the MD cost $199 last year but is now down to $99. The price could also fall when **Nintendo** jump on the CD bandwagon later in the year, with an SNES CD-ROM player developed by Sony.

The familiar Sega logo changes: it was quite a shock at the Chicago CES (last June) to see a new design (far left), but it was done for the American release of what we know as the Mega-CD.

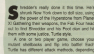


Left: The Final Fight CD features simultaneous two-player arcade action. Players choose from three tough fighters and battle to free the city of evil. Street Fighter II beware!

INTO THE DUNGEON

If you'd like to enter a realm of evil and dark deeds, either visit any high-street bank or check out the new *Dungeons* game from TSR. You explore a labyrinth for hidden treasures of gold, silver, jewels... good stuff like that. 'Course, there are a few gigantic serpents, vampires and assorted other beasties out to stop you. The challenge is to gather $20,000 and get out alive. For two to six players, ages eight and up, *Dungeons* is a top alternative to video games, and it gives the eyes a rest from the glowing screen. Cool!

MARSHAL



TEENAGE MUTANT NINJA TURTLES

The Hyperstone Heist

Those greeny teenies with the hip attitude have lived long enough on the other side of the tracks — it's time they moved over to Sega's turf. Who else leads them by the, er, flipper but Konami and BLACK MARSHAL.

Shredder's really done it this time. He's shrunk New York down to doll size, using the power of the Hyperstone from Planet X! Gathering their weapons, the Fab Four head out to find Shredder and his Foot clan and hit them with some justice, Turtle style.

A one or two player game, choose your mutant shellbacks and flip into battle! Each Turtle has different attack methods, depending on the weapon they wave — check out the Turtles box for info — but share basic moves like flying and sliding kicks, body and spinning attacks.



There's plenty of Foot soldiers to use them on, some wielding swords, others throwing darts and stars.

Watch out for Stockman dude. He excels at creating mechanical trouble. One of his inventions is the Rat Extermination robot — looks like a steroid-enhanced toucan! If that don't bust you up, wait till you meet the Stone Warrior!

Spin dizzy

Then it gets worse. There's Leatherhead, Roadkill Rodneys, good old Rocksteady, the Krang robot and Tatsu, Shredder's right-hand man.

Keep a lookout for pizzas. Each time a Turtle collects one, his life force is restored and a special attack can be delivered.

THE TURTLE TEAM

LEONARDO

The leader of the group and always ready for a fight. His weapon's the katana blade, good for slicin' 'n' dicin'.

Special Move: BAMBOO SPLIT

Deadly Move: SPINNING BLADE

MICHAELANGELO

This green dude likes to eat pizza and show off, usually with his nunchakus — they're more than a pair of sticks.

Special Move: SMILE FINISH

Deadly Move: KAMIKAZE ATTACK

DONATELLO

The smart-ass of the group. Don's bo staff gives him a long reach, good for wacking foes at a distance.

Special Move: HURRICANE ATTACK

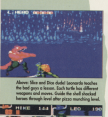
Deadly Move: TOE SMASH

RAPHAEL

Quick-tempered and violent, his quick hands and fast moves make the bite of his sai daggers deep and deadly.

Special Move: VACUUM SLICE

Deadly Move: JUMPING SPIN-KICK



Above: Slice and Dice dude! Leonardo teaches the bad guys a lesson. Each turtle has different weapons and moves. Guide the shell shocked heroes through level after pizza munching level.

The Hyperstone Heist sports two graphic modes, 'cartoon' and 'gritty'. I prefer the latter — the characters stand out more from the background. Sound effects include digitised voices and trademark phrases like 'Cowabunga!' and 'Ooh, shell-shock!'.

It takes a lot of time just to clear a stage and it's fast action all the way. I've never been a fan of that insipid 'heroes in a half-shell' tune but it works here 'cos everything moves so fast — fast — fast!

The parallax scrolling's damned cool and there's all kinds of special FX spinning the graphics around, not to mention constant action that keeps your *head* spinning and wears your fingers down.

The Turtles really seem to get into the spirit of things: they grimace and grin just before wacking someone. They slide, race, fight, get flattened, see stars... Hey, don't you wish you had this cart already?

MARSHAL

Above: Whoops, big guy! Each section has an end-of-level guardian. Battle through Shredder's hideout and take on Tatsu. This master of the martial arts is one tough fortune cookie.

SPORTING CHANCE

Electronic Arts' sports line — now renamed EA Sports — is bridging the gap between video-game players and sports collectors. A series of special collector's editions of EA Sports titles will each include an offer for a free collectible. The boxes will be individually numbered and carry a special seal.

First up is NHLPA Hockey '93, featuring such stars as Kevin Stevens, Paul Coffey, Doug Wilson and Denis Savard (never heard of 'em! — Sub Ed) as well as instant replay, aggressive goalies and even an announcer.

A card can be returned to EA for a free 24x36" NHLPA Hockey banner, printed on special paper with metallic grommets for hanging.

The series will continue with PGA Tour and John Madden '93 banners. Now you can stick 'em in your MD, then stick 'em on the wall!

Aliens Vs Predator is due out real soon on the MD. As fans of Dark Horse comics will know, the two movie monsters are pitted against each other in a vicious battle!



THE SKY'S THE LIMIT

Virtual Reality (VR) hasn't made its way into the home yet, but it's well popular in the arcades. And now **W Industries**, who have produced some of the best-known VR games, have come up with a real high flyer!

Set in the skies over Germany in World War I, *Flying Aces* lets players become ace fighter pilots — American, English, French or Italian — and take on the likes of the Red Baron.

This is the world's first immersive, multi-player, interactive flight simulator. Using the latest in VR technology, players compete in a dogfight — and as well as enemy planes, there are targets such as trains and barrage balloons.

You're joined on this stunning simulation by a virtual co-pilot who gives help and advice on your mission and a reprimand if you fail.

Bound to be a massive hit when it appears soon, *Flying Aces* takes you on the adventure of a lifetime. Check it out!

TO BE THIS BAD TAKES AGES

With apologies to legitimate poets and lawyers...

Sega's seeing red, give the lawyers the sack!
Accolade just got all their video games back.
Reverse engineering of non-copyright stuff's
considered good business for all game buffs.
The Ninth Circuit Court of Appeals said today
Sega can't make un-licensed Accolade go away.
If you think this rhyming stinks through and through
How'd you feel if you'd paid the Sega licence
And now knew what we all knew?

SUNSET RI

Hitch up your pants, use that spittoon and dry that sweaty gun-hand. The posse's out riding after Konami's bad guys and it's the BLACK MARSHAL who's wearing his tin star!



Billy Cool and Cormano Wild have a common goal: to knock off bad guys and collect the bounty! If you and a friend fancy a slice of their action, slam in a joypad and sharpen your aim!

Need practice? If you're with a second player, there's the Vs mode. Shoot away at each other while getting the hang of climbing and holding onto dynamite. It's the best two out of three, so grab power-ups if you're heading for inevitable defeat.

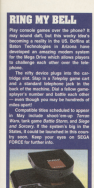
The game proper starts in the charmingly named town of Reechforem Gulch. It's a two-bit, one-horse, no-good, low-down dustbowl place filled with nothing but scum to blow your head off. 'Course, that's what you're planning to do to

RING MY BELL

Play console games over the phone? It may sound daft, but this wacky idea's becoming a reality in the US. Boffins at Baton Technologies in Arizona have developed an amazing modem system for the Mega Drive which allows players to challenge each other over the telephone.

The nifty device plugs into the cartridge slot. Slap in a *Teleplay* game cart and a standard telephone jack in the back of the machine. Dial a fellow gamesplayer's number and battle each other — even though you may be hundreds of miles apart!

Compatible titles scheduled to appear in May include shoot-'em-up *Terran Wars*, tank game *Battle Storm*, and *Siege and Sorcery*. If the system's big in the States, it could be launched in this country soon. Keep your eyes on SEGA FORCE for further info.



HE'S STILL DEAD by MARSHAL ROSENTHAL



50 TIMES FASTER!
With a 32-bit RISC chip at its heart, the newest kid on the block is £400 **3DO**, a unit 50 times more powerful than the MD! And with no licensing barriers, most major software publishers are queuing to get games out for it next autumn. Will it knock the MD?

Superman, that is. Wiped out of his comics and put away. But that's not stopping **Sunsoft** releasing their MD game, where the Man of Steel takes on bad guys and master villains in Metropolis. We'll fly into the thick of it next ish but here's a few shots to whet your appetite.

A special promotion offered by **DC** and Sunsoft will ensure the immortality of one lucky winner, who'll have their face and name used in the storyline of a Superman comic later this year.

This is the first promotion of this type (though there was one tied in to the first Supe film, back in the late Seventies). Coupons to enter the sweepstakes are found in the *Superman* game and *Batman: Revenge of the Joker*.



DERS





them in the shortest order possible.

You're moving across a horizontally scrolling playfield, filled with all the elements of a Western town — even chickens scratching along the street.

Bounty 'n' stars

Its scum isn't always in plain sight, shooting it out like real men. Sometimes they crouch behind barrels, sometimes they pop out of doorways and windows.

You've your trusty six-gun to take 'em out. You'd better be accurate or Boot Hill's your next stop. Get hit and you're dead, but there are continues and a variable lives option.

Reechforem Gulch isn't the kind place to get stuck in for a quiet weekend break away from it all. The bandits are after anything that moves, from the homesteaders in their covered wagons (left) to the passing trains that sensibly don't stop at this station!

Bonus bounty and weapon power-ups are hidden in leather pouches and behind doors. A bullet adds rapid fire, a gun doubles your shooting capabilities and a star guarantees a trip to the bonus stage at level's end.

It's dynamite!

But the best is dynamite. Whether it's found or tossed in your direction, grab it. But be quick — the fuse's lit and it's about to blow! Tossing it back at the varmint who threw it's classic justice. Just be careful not to shoot a dynamite stick if you're close to it — it blows, taking you to hell in tarnation with it!

If you go through a door, you might find yourself in the embrace of a hometown floozy. She kisses and hugs ya then gives a power-up. It also stops the action — gives you time to catch your breath, that's if you got any left after she's powered you up good 'n' proper…

If you make it past the opposition and a stampede, you come up against the first on the bounty list, Simon Greedwell. He's got plenty of company — kill 'em first then do him good!

This is tough, hot action that don't quit. Great sound effects, including digitised gunshots and cries from the bad guys.

Animation's sprightly and doesn't slow down, even when a whole posse of varmints are onscreen. The characters aren't big but they are well-defined and easy to see, and the game's pretty colourful, as the screenshots here show.

Sunset Riders is one rootin', tootin' sonuvagun! You'll play this one standing up — count on it! **MARSHAL**



ARNIE'S BIG STICK!



He said he'd be back — and this time he could be yours! Once again we've linked up with ace joystick makers, **Cheetah**, to give away five amazing **CharacteriSticks**. This month we've **The Terminator** itself up for grabs. Features include full eight-directional control, sensitive fire buttons, a heavy duty base and 12-month warranty. To win one of these excellent prizes, just answer the question below. If your name's picked out by Mat's new hand hat, you win a *Terminator 2* joystick! It couldn't be easier!

Who directed *Terminator 2: Judgment Day?*

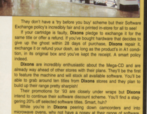
Answers on a postcard or sealed-down envelope to: **ARNIE'S LARGE HEAD!, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** They must be in our grubby little mitts by 4 March, 1993.

MORE IN-STORE!

DIXONS

Looking for gadgets, gizmos and all things electrical? **Dixons** is the place to be! If you're a **Sega** owner, there's more in store than you'd imagine. **Dixons** have games coming out of their plugholes!

At present, they stock nearly a hundred titles — 48 for the Mega Drive, 24 for the Master System and 27 for the Game Gear. Guess what? They plan to expand their range even further!



They don't have a 'try before you buy' scheme but their Software Exchange policy's incredibly fair and is printed in-store for all to see!

If your cartridge is faulty, **Dixons** pledge to exchange it for the same title or offer a refund. If you've bought hardware that decides to give up the ghost within 28 days of purchase, **Dixons** repair it, exchange it or refund your dosh, as long as the product's in A1 condition, in its original box and you've kept the receipt. A smart policy indeed.

Dixons are incredibly enthusiastic about the Mega-CD and are already way ahead of other stores with their plans. They'll be the first to feature the machine and will stock all available software. You'll be able to grab around ten titles from **Dixons** stores and they plan to build up their range pretty sharpish!

Their promotions for '93 are closely under wraps but **Dixons** intend to continue their software discount scheme. You'll find a staggering 20% off selected software titles. Smart, huh?

While you're in **Dixons** peering down camcorders and into microwave ovens, why not have a nosey at their range of software. There's something for everyone!

Thanks to Dixons and Nicola Marsden for the information

CHESTER CHEETAH Too Cool To Fool

He's cool, no one's fool — just like the BLACK MARSHAL! He's a hip cat in his own Sunsoft adventure, he's Chester Cheetah. So what's the scoop from America?

Chester Cheetah's stuck in the Squaresville of the Four Corner Zoo. Talk about a lame gig! He wants out so he can head for Hip City.

Chester's gotta look about 'fore he can check out. They've swiped his wheels — a black motorcycle — and stashed the parts all around the zoo grounds. So every stage you gotta play, if Chester's to make a getaway.

There are five stages to clear — here they are, have no fear. The Four Corners Zoo Park is pretty bland. Turtles and caterpillars try to bop ya as the landscape scrolls from left to right.

The aim's to find that motorbike part — have a look underground for a start. The sewer's inside and pipes you can pass, though there's enemies there who kick your ass. There are big dudes to give you a fright — the screen stops scrolling till you settle the fight.

Square hairball!

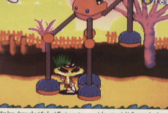
Let's stop and check out the buds on your side. The Funky Monkey's another swingin' cat, Hip-O's a wallin' heavy dude with a radicool attitude. He's no stick in the mud. There's no greater ally when stuck in 'Gator Alley.

On the 'boo!' side there's Mean Eugene, totally uncool. This friend of uptightness is one square hairball. There's also the Grunt, Mean Eugene's none-too-slick, thick-as-a-brick side-kick.

Jump right on top of the bad guys to waste 'em. Sometimes you can use 'em to give you a leg up to good stuff at the top of the screen. Should *you* get zonked, find Cheetah paws to restore power.

On to the second stage. The Monkey Pits has all kinds of vines to grab onto — you can even swing from 'em like Tarzan. There's trou-





Nice legs, shame about the face! Chester meets some weird creatures in his first console adventure.



Doh! Chester meets animals from all over the world as he searches the zoo for his motorbike parts. This boxing kangaroo (and likkle joey — ahh!) shows him Aussie's have punch!

ble, too: Koala bears, a hungry wolf (he's carrying a knife 'n' fork!) and a tuf boxing kangaroo.

Snap happy!

With all the running and jumping you gotta do, there's no time for foolin' around in 'Gator Alley. Too many fish and alligators waiting ta chomp ya. Haveta try and find some help to get you through this one 'cause Stage 4's Hidden Caves are real funky.

Now you've got all the parts but still can't get free — 'cause you need the ignition key. For that you have to hit the Bird Houses. Getting a nose bleed from the height, bub?

To help there's the air geetar pick-up. You fill the air with notes and trash anything that touches ya. Sneakers add speed and height to jumps, sunglasses reveal invisible bonuses.

No more talkin', time to get walkin'. Real cool animation, colours so glarin'. Background music plays for ya, the sound effects slay ya. So it's on to Hip City where the livin' is cool-easy!

MARSHAL

'Vined' where you're going! Cheeky Chester had so much fun swinging around, apeman-style, he forgot to keep an eye out for obstacles! And he's sliding down to trouble — watch that furball!



Hey, that *is* cool! Chester's in the jaws of death — literally! He calmy jumps from 'gator head to 'gator head... until he bumps into a sporty hippo, sharpening his swimming times!

SEGA FORCE / Virgin Games Centre Cart Charts

What's hot in the console world? Is Sonic 2 still Number One? Which games are poised to take over? Find out here!

MEGA DRIVE

1	→	SONIC 2
2	NE	JOHN MADDEN '93
3	▲	SPEEDBALL 2
4	→	ALIEN 3
5	NE	DESERT STRIKE
6	▼	EURO CLUB SOCCER
7	NE	ALEX KIDD ENCH.
8	NE	WORLD CUP ITALIA '90
9	→	SUPER MONACO GP
10	→	TERMINATOR

That spiky blue terror's still top of the hit parade. Crikey! It may be a sequel, but *John Madden '93* leaps straight in at number two. Sega's low-price offerings find their way into the charts at seven and eight.

GAME GEAR

1	→	SONIC 2
2	NE	TAZ-MANIA
3	NE	TERMINATOR
4	→	OLYMPIC GOLD
5	▼	CHUCK ROCK
6	▼	SUPER KICK OFF
7	→	MICKEY MOUSE
8	▲	DONALD DUCK
9	NE	SUPER MONACO
10	NE	LEADERBOARD

Two corking new entries at the top of the GG chart. Sega's *Taz-Mania* whirls in a number two and Virgin's *Terminator*'s close behind at number three. A pretty impressive Top Ten, this one.

MASTER SYSTEM

1	→	SONIC 2
2	▲	NINJA
3	▲	TRANSBOT
4	NE	ACTION FIGHTERS
5	▼	SONIC
6	NE	BLACK BELT
7	▼	ASTERIX
8	NE	MICKEY MOUSE
9	NE	LEADERBOARD
10	▼	PRINCE OF PERSIA

Looking good for MS owners. Loads of new entries and games on the up. Both *Ninja* and *Transbot* jump a couple of notches; only *Sonic* and *Prince Of Persia* are on their way down.

EAST & WEST CHART ATTACK!

Sonic's tops over the pond! Those Yanks are big sports fans, too — six related games. Take a look.

1	SONIC 2	Sega	Platform
2	NHLPA HOCKEY '93	EA	Sport
3	NFL SPORTS FOOTBALL	Sega	Sport
4	TAZ-MANIA	Sega	Platform
5	RBI 4	Tengen	Sport
6	HOLYFIELD BOXING	Sega	Sport
7	MADDEN FOOTBALL '92	EA	Sport
8	TEAM USA FOOTBALL	EA	Sport
9	DESERT STRIKE	EA	Strategy
10	ALIEN 3	Virgin	Platform

Here's the lowdown on what's hot in the land of the rising sun! Looks like Time Gal's exploits are a winner!

1	SONIC 2	Sega	Platform
2	LANDSTALKER	Sega	Action RPG
3	TIME GAL CD	Wolfteam	Action
4	VIXEN 357	Masaya	War sim
5	SANGOKUSHI 3	Koei	War sim
6	CHIKI CHIKI BOYS	Sega	Platform
7	SONIC	Sega	Platform
8	BLACK HOLE CD	Micronet	Action
9	BASEBALL LEAGUE	Sega CD	Sports
10	SUPER MONACO GP 2	Sega	Racer

Courtesy of BEEP! magazine.



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Do you love yomp-along shoot-'em-ups? Running from foes, chasing others, then letting fly with your laser rifle? How about doing it for real? Mean and moody MAT YEO did — now you can, too!

Ready for the mean streets in the moody lighting, it's mean 'n' moody, laser-wielding *Mat* Yeo!

Beads of sweat trickle down your face as you crouch low. Steadying your breathing, you grip the barrel of your gun tightly. Somewhere nearby — perhaps behind those trash cans — there are deadly assassins waiting for you to make one fatal mistake. A mistake that could cost you your life!

Luckily, you're armed with the latest in laser technology and you've an itchy trigger finger. Take your time, stay low and save your shots. With a lot of skill and a little luck, you could make it out of the dirty streets in one piece.

A sudden noise makes you turn quickly. You roll to one side, duck and let rip with a volley of scarlet laser fire. A sound like a wounded animal pierces the darkness. A direct hit.

But how many more of them are there? Four? A dozen? They could be behind any wall or building and you've only got four shots left.

It's too late! You're hit and a voice calls out to you.

'Ha, gotcha! That's 3–1 to me!'

The future's already here!

Welcome to the futuristic world of Laser Quest! If the name doesn't sound familiar, it soon will be — there are nearly 50 sites in the UK at the moment, with another 50 due to open in the next year.

Laser Quest is the exciting new game that's sweeping the country! Players strap on high-tech power packs and armed with light guns, enter massive arenas to blast Hell out of each other.

The aim of the game's simple. Players have to work their way around a specially-created indoor playing area and hit as many other players as possible. Fans of films such as *Aliens* and *Terminator* find they can act out their favourite movies!

So where did Laser Quest come from? Well, the original light game was called Photon, which originated in America about ten years ago. This was a pretty basic game and the technology used was large, bulky and unreliable. Players wore a special helmet and used hefty light guns to zap each other.

Eventually, Photon caught on in New Zealand and Australia and better technology was developed. The current generation of light games are based on this new technology.

Laser Quest first appeared in the UK in November 1989. The first system proved to be a bit naff and a team of engineers were gathered to begin work on the ultimate interactive adventure!

In 1991, LQ1 was opened in Manchester and was an instant success. Since then, Laser Quest has expanded and they're now planning to set up operations in Europe, Canada and America.

The latest LQ site recently opened in Stourbridge. As with other LQ sites, the action takes place in a massive indoor arena. It's actually a converted warehouse but once you're inside, it becomes a futuristic warzone! The arena's over 7,000 feet square and features such obstacles as a burnt-out car, oil drums, mounds of tyres and metal ducting.

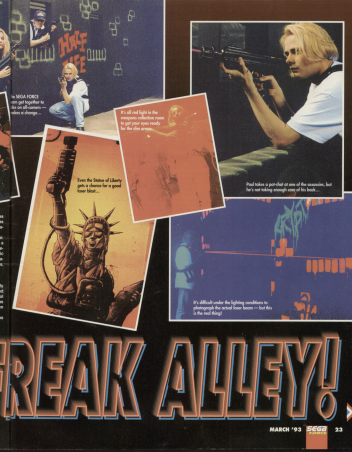
Into the arena...

Enter the building and you're greeted by friendly staff who are always on hand to give help and advice. The reception area's fitted with MTV, a pool table and some great arcade games such as *Terminator 2*. All that and more and you haven't even entered the arena!

Walk into the airlock and there are rows of guns



IT'S GAME-F



he SEGA FORCE
am get together to
ake on all-comers —
nakes a change…

It's all red light in the weapons collection room to get your eyes ready for the dim arena.

Even the Statue of Liberty gets a chance for a good laser blast…

Paul takes a pot-shot at one of the assassins, but he's not taking enough care of his back…

It's difficult under the lighting conditions to photograph the actual laser beam — but this is the real thing!

REAK ALLEY!

IT'S GAME-F



and power packs being charged up. When a game begins, players strap on the weaponry and are told the basic rules of the game. Pass into the main arena to activate your weapon and you're plunged into darkness!

Enter the big league!

There are various games to play (see box) but the basic one has every player running around trying to hit as many others as possible. Firing the light guns causes a red laser beam to shoot across the arena. The effect is stunning when several players use their weapons at once!

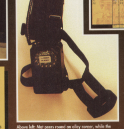
The packs players wear power the guns and register the amount of hits the wearer's taken. When hit, a player can't shoot or be hit for a few seconds. This gives time to move and find a safe place to fire from. Once the game's ended, all players move to the exit and aim their guns at a sensor on the wall. This transfers information from the packs to a computer.

The computer calculates the number of hits, shots fired and rank of player and presents it as a print-out that you get to keep. Gloat at the number of times you hit your mates then gasp at how often you got tagged!

Future Laser Quest sites will be bigger and better with such added attractions as Virtual Reality machines. There are also leagues to enter and national and international competitions on the way.

The games are cheap (between £2 and £3.50) and a night out at an LQ site's far more entertaining than the cinema or bowling! Check out the advertisement elsewhere in this issue to see if you live near one of the Laser Quest venues then enter our exclusive competition to win a year's free membership!

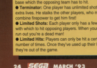
Laser Quest: The Ultimate Adventure For Mere Humans!





Above left: Mat peers round an alley corner, while the egregious Paul waits to get in a sneak shot, and with his white T-shirt glowing in the ultra-violet light (right), Mat's an easy target — shoot him someone!

Above:, the Laser Quest laser pack, and an example of the record print-out you get after a game.



GAME OPTIONS

- **Standard Game:** Where a number of players enter the arena and try and shoot each other. The person with the most hits is the winner.
- **Bases:** Players are split into teams and have to defend their base. There's a sensor on top of the base which the opposing team has to hit.
- **Terminator:** One player has unlimited shots and extra lives. He stalks the other players, who must combine firepower to get him first!
- **Limited Shots:** Each player only has a few shots with which to hit opposing players. When your shots run out you're a dead man!
- **Limited Hits:** Players can only be hit a certain number of times. Once they've used up their lives, they're out of the game.

FREAK ALLEY!

HAVE A BLAST WITH SEGA FORCE AND LASER QUEST!

EXCLUSIVE ROOTIN', TOOTIN', LIGHT GUN-SHOOTIN' COMPO!

25 free memberships and 25 amazing T-shirts to be won in our red-hot competition!

Win! Win!

Laser Quest's here and it's the hottest thing since Paul's haircut! We've linked up with the folks at Laser Quest and are giving you the chance to win some stunning prizes!

On the conveyor belt we have 25 free Laser Quest memberships. These last a year and you can use 'em at your nearest LQ site. That's right! Reduced-price games for a year, and some sites have members' club nights, too. Cor!

There are also 25 excellent Laser Quest T-shirts forthe very best dressed of game-freaks. So what are you waiting for? Get scribbling!

Blasting brain-teasers!

How can you win one of these superb prizes? It couldn't be easier! Simply answer the three dead easy questions in the next column. The first 25 correct answers shot down with a Menacer by Laser Quest experts Matt and Paul win a year's free LQ membership and a T-shirt. Easy!

1. When did Laser Quest first appear in the UK? Was it:
a) 1999; b) 1989; c) 1889
2. What kind of weapon do you use in Laser Quest? Is it a:
a) Light gun; b) Light pen; c) Lighter
3. Which hit 1991 movie became an ace arcade light gun game. Was it:
a) *The Rocketeer;* b) *Teenage Mutant Ninja Turtles II;* c) *Terminator 2*

Send entries on a postcard or a sealed-down envelope to BLAZIN' LASER COMP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW and get them to us by March 4 or we'll be round with our big guns! Ha!

Oh, and by the way, don't forget to let us know with your entry if you don't want to receive mailings from other companies. Ta!

For more information on Laser Quest sites, competitions and general chit-chat, phone Laser Quest UK Ltd on (061) 228 2235!

FULL FORCE

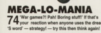
Probably the best reviewing system in the World!



AFTER BURNER

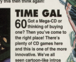


70 Along with *Space Harrier*, one of the first coin-ops to combine dazzling 3D graphics with a hydraulic cabinet! But can the Mega-CD do it justice?



MEGA-LO-MANIA

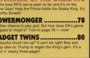
74 'War games?! Pah! Boring stuff!' If that's your reaction when anyone uses the dreaded 'S word' — strategy! — try this then think again!



TIME GAL

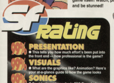
60 Got a Mega-CD or thinking of buying one? Then you've come to the right place! There's plenty of CD games here and this is one of the more innovative. We've all seen cartoon-like intros before but it rarely continues into the game itself! Watch, play and be stunned!





MICK & MACK

28 'Oo, it's filth! Disgusting!' Or it is until Mick and Mack, The Global Gladiators, trek around the planet, cleaning up pollution! Virgin's stunning platform romp gets the full treatment.



SF Rating

99% PRESENTATION
- This tells you how much effort's been put into the front end — how professional is the game?

99% VISUALS
- What are the graphics like? Animation? Here's your at-a-glance guide to how the game looks

99% SONICS
- Ear-blasting, atmospheric FX? Or sad wimp-out bleeps? We'll tell ya here

99% PLAYABILITY
- Are the controls difficult? Is the game fresh and original to get into? Have a gander...

99% LASTABILITY
- Are you gonna complete the game in an hour or a year? Will it last to give value for money?

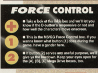


99% FORCE
- If you want the overall SEGA FORCE opinion, this is the place to look!



LET'S FACE IT!

While reading the reviews, you'll find a couple of comments boxes. If you wanna know how the reviewer feels about the game in general, take a look at the mugshot and have a butcher's at the comment running above the box. If the game's a birrova anti-climax, Woz pulls the face at the top. If it's a stunner, you'll see the piccy at the bottom. Keep your eyes peeled for the Sumo wrestler, too. He appears in the SF ratings box. If he's flashing his ass at you, the game's a bit of a bummer!

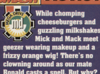


FORCE CONTROL

+
- Take a look at this likkle box and we'll let you know if the D-button's responsive or not and how well the characters move onscreen.

1
- This is the MS/GG Force Control box. If you wanna know what button [1] does during the game, have a gander here.

2
- If button [2] serves any useful purpose, we'll give ya the lowdown. Keep your eyes open for the [A], [B], [C] Mega Drive boxes, too.



While chomping cheeseburgers and guzzling milkshakes, Mick and Mack meet a geezer wearing makeup and a frizzy orange wig! There's no clowning around as our mate Ronald casts a spell. But why? Let's visit to one of those fast food restaurants and find out...



Left: The world's threatened by an evil environmental monster! Only Mick and Mack can stop it. Using their goo guns, the two brave lads take on the toughest monsters to save our planet from pollution. Awesome!

THE GLOBAL GLADI

We've all got our heroes. Ade's is Molly Sugden, Mat favours Skippy the Bush Kangaroo, Paul adores Geoff Astle... Mick and Mack have The Global Gladiators!

The GGs, as they're known in comic-book circles, are a gang of ozone-friendly dudes who care about the environment and wanna see Planet Earth prosper and live to a ripe old age. They race around cleaning up slime, toxins, pollutants...you name it, they bust it.

Having shown concern for the environment from an extremely early age, it's only natural Mick and Mack should want to follow in their heroes' footsteps.

But this was only a dream until Ronald McDonald appeared on the scene! The clean-living clown materialised while the lads were munching, used his magic and — hey presto! — no more lumps in the milkshakes! (Er... I think that should read 'sent the lads to beat the ass outta slime in the Gladiators' comic-book world!' — Ed.)

Slime time

Enter stage left Sega game freaks, fingers poised. Decide whether you're gonna play Mick or Mack and choose how mean an easy, normal or difficult game.

There are four levels of mayhem, each with three Acts. Level 1's Slimeworld. You start with four lives, a supply of energy and a time limit of three-and-a-half minutes (time differs on each Act).

Kitted out with a tough 'n' trendy goo-gun, you scurry through each Act, blasting nasty basts and collecting McDonalds M symbols. You *must* grab at least 40 before you're allowed onto the next stage.

Grabbing those Ms ain't gonna be easy. In Slimeworld, big blobs of the stuff come lumbering toward ya with no intention of moving outta the way.

Most of the time, goo-guns blasts in the direction you're facing. Push up or down and you can aim the goo at baddies on platforms above or below. Press Up or Down *without* firing and you get a sneaky peek at what's loitering on higher and lower levels.

Some Ms are hidden in hard-to-reach places. Tread on a wind machine and you're whisked into the air. This is useful for grabbing symbols — you can leap onto platforms that were otherwise inaccessible.

When life force is low, pick up a heart. Better still

While sitting in McDonald's reading the *Global Gladiators* comic, Ronald McDonald appeared and sent Mick and Mack on a fun-packed adventure!



The kids battle against some tough nasties in Toxitown! Among the enemies are fire demons, smog clouds and killer drills. You need heaps of courage here!

Mat cries... 'THE PRESENTATION IS AMAZING!'

Any game that starts with sampled speech of kids yelling 'Virgin!' has got to be a winner in my book. Just play this for five minutes and you soon realise that attention to detail is the order of the day, from the superb sampled speech and stunning music (easily the best ever on the MD) to the little graphic touches. The presentation is amazing!

Although there are only a few levels to tackle, splitting them up into three sections helps lengthen the game. Both Mick and Mack have tons of animation and move extremely smoothly. Effects such as the background lightning and goo-gun blasts are fantastic.

Collecting the M icons is easy, although some of them are in weird places and you have to get the old grey matter working to figure out how to collect them. The guns need to be mastered, as aiming up or down when firing is handy for taking out difficult-to-reach targets.

There are some holes in this awesome game, though. A lack of end-of-level bosses is disappointing, the levels are a tad easy to finish and there's no two-player option.

That apart, Virgin have a guaranteed hit on their hands. Cool!

MAT 92%



Right: Watch out! Beaver Patrol! The forest is packed with loads of weird creatures, so be careful. Mick and Mack use branches and tree stumps to find hidden extras in tall trees.

Below: The final challenge. The Ice Boss has two faces to hit. Dodge the bats, destroy the faces to complete the game!

Watch out for litter bins on this level! They chuck piles of garbage at Mick and Mack, sapping energy. Aim carefully with the goo guns to get rid of 'em.

The M symbols are hidden throughout each level. Search every section to find extra items such as hearts, lives and clocks. Watch out for massive drops and furnaces.

Paul beams... *'A GREAT GAME'*

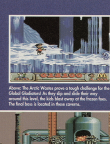
Virgin's latest MD game is set to start a trend in environmentally-friendly products. But the best news is that *Mick and Mack* plays as well as it preaches! The game looks good and sounds amazing, and the music's extremely funky, with techno and house tracks mixed together with some smart sound effects and speech. The goo-guns make a really gungy sound (a *what* sound? — Dep Ed).

The characters are solidly built, big, bright bold sprites, full of colour. The heroes bounce around the screen and have a real swagger in their step.

The baddies are suitably potent in the pollution stakes, and all look more than capable of stopping Mick and Mack in their quest for a cleaner earth and cheaper hamburger!

Virgin have got a real corker on their hands here. Let's hope the two loveable kiddies make a reappearance in future Gladiator productions.

The game looks polished from start to finish and is sure to please anyone who forks out 40 quid. A must for anyone who fancies a change from the usual bunch of serious sims and bruising beat-'em-ups. This is a definite Big Mac and fries to go! ***PAUL 92%***



Above: The Arctic Wastes prove a tough challenge for the Global Gladiators! As they slip and slide their way around this level, the kids blast away at the frozen foes. The final boss is located in these caverns.



Above: Some of Mick and Mack's moves are amazing! Each character has over 250 frames of animation. Leave them standing for a few seconds and the Global Gladiators wink at you, blow bubbles and spin their guns. Get hit by a bad guy and the two friends shake their heads!

IT'S A BONUS



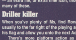
RECYCLE 'EM



BOTTLES: They don't smash when they hit the floor, but pick these up as soon as possible. The bottle bank bin is located on the far left.

COCA-COLA CANS: Don't waste that aluminum, recycle it! Grab the cans and throw them in the middle container as fast as you can.

NEWSPAPERS: This paper can be used again, so grab the bundles and take 'em to the bin on the far right. Chuck 'em in and collect some more.



Collect 80 or more Ms, and the moment you finish an Act you enter the Bonus World. Move your character left or right and catch the falling garbage.

There are three types of garbage: paper, bottles and cans. Bins are marked to show what sort of garbage should be recycled in them. Position your kid in front of the correct bin and press [A], [B] or [C] to throw the piece of garbage into it.

Only one piece of garbage can be carried at a time. The level ends the moment a piece of garbage comes to rest on the ground. Oh — watch out for the anvils!

— an extra life, or extra time icon, though there ain't many of these.

Driller killer

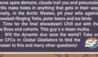
When you've plenty of Ms, find Ronald McDonald, usually to the far right of the playing area. He'll wave his flag and allow you onto the next Act.

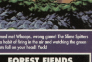
There's more platform action as you visit the Mystical Forest. Dodge beavers, axeheads, piranhas, poisonous plants and hornets' nests in the forest.

In Level 3, Toxitown, trashcans throw bottles, furnaces spew demons, clouds trail you and pneumatic drills make holes in anything that gets in their way. Finally, in the Arctic Wastes, pit your wits against snowball-flinging Yetis, polar bears and ice birds

Time for the final showdown! Chill out with the Ice Boss and cohorts. This guy's a mean mutha.

Will the dynamic duo save the world? Take on the CFCs in *Global Gladiators* to find the answer to this and many other questions!

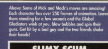


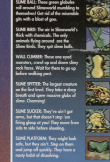


Slimeworld's the first level Mick and Mack tackle. Leap from slimy platforms, hitting as many baddies as possible. Also keep an eye out for M symbols.

He slimed me! Whoops, wrong game! The Slime Spitters have a habit of firing in the air and watching the green droplets fall on your head! Yuck!

SLIMY SCUM





SLIME BALL: These green globules roll around Slimeworld mumbling to themselves! Get rid of the miserable gits with a blast of goo.

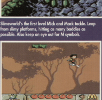
SLIME BIRD: The air in Slimeworld's thick with chemicals. The only animals flying around are the Slime Birds. They spit slime balls.

WALL CLIMBER: These one-eyed monsters, crawl up and down slimy rock faces. Wait for them to go up before walking past.

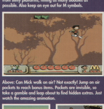
SLIME SPITTER: The largest creature on the first level. They take a deep breath and spew massive globs of slime. Charming!

SLIME SUCKER: They've ain't got arms, but that doesn't stop 'em firing gloop at you! They move from side to side before shooting.

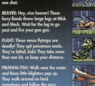
SLIME PLATFORM: They might look safe, but they ain't. Step on them and jump off quickly. They have a nasty habit of dissolving.



Above: Can Mick walk on air? Not exactly! Jump on air pockets to reach bonus items. Pockets are invisible, so take a gamble and leap about to find hidden extras. Just watch the amazing animation.



FOREST FIENDS



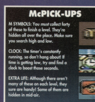
AXE: Once they were just harmless axes, now they're killers! They ain't tough, though and are ousted with one shot.

BEAVER: Hey, nice beaver! These furry fiends throw large logs at Mick and Mack. Wait for the log to go past and fire your goo gun.

PLANT: These venus flytraps are deadly! They spit poisonous seeds. They're lethal, kids! They take more than one hit, so keep your distance.

PIRANHA FISH: Walk near the water and these little blighters pop up. They walk around on land sometimes and follow the guys.

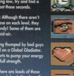
McPICK-UPS



M SYMBOLS: You *must* collect forty of these to finish a level. They're hidden all over the place. Make sure you search high and low.

CLOCK: The timer's constantly running, so don't hang about! If time is getting low, try and find a clock to boost those seconds.

EXTRA LIFE: Although there aren't many of these on each level, they sure are handy! Some of them are hidden in mid-air.

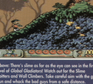


HEART: Being thumped by bad guys takes its toll on a Global Gladiator. Use the hearts to pump your energy back up to full strength.

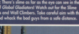
MARKER: There are loads of these throughout each level. Simply walk over the arrow and when you die, you start again at that point.

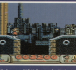


SPRING: Found on the Slimeworld levels, these devices are used to reach higher platforms. Some of them are hidden behind bushes.



Above: There's slime as far as the eye can see in the first level of *Global Gladiators*! Watch out for the Slime Spitters and Wall Climbers. Take careful aim with the goo gun and whack the bad guys from a safe distance.



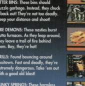


Above: Mind ya step, kid! Unfortunately, time's one luxury you don't have. You start the level with three and a half minutes on the clock. Locate clock icons to gain extra seconds.



Above: Mick and Mack battle through four levels. Each is split into three sub-sections. Collect forty M symbols and find the exit.

TOXITOWN TROUBLE



LITTER BINS: These bins should guzzle garbage. Instead, they chuck it back out! They're not too deadly. Keep your distance and shoot!

FIRE DEMONS: These nasties burst outta furnaces. As they leap around, they leave a trail of fire behind them. Boy, they're hot!

DRILLS: Found bouncing around Toxitown. Fast and deadly, they're extremely dangerous. Take 'em out with a good old blast!

SLINKY SPRINGS: These harmless toys are now nasty killing machines. They hang around on girders just waiting to pounce.



Above: Take that! A snow demon chucks one of his snowballs at Mick. Bullseye!



Mick and Mack often have to make a leap of faith. As in *Sonic the Hedgehog*, press Up or Down to see where the next platform's located. Then, take a running jump!















Right: Wacky winter fun in the ice caverns! The journey to the final boss is treacherous and the Global Gladiators must keep their wits about them. The bad guys on this level include snow demons, ice bats and polar bears. One good shot from the goo guns breaks them into ice fragments.

Ade burbles... *'MOVE OVER SONIC!'*

What an amazing game! I tried to find the odd fault or ten, but I couldn't find one. The graphics are some of the best I've seen in ages. Leave Mick and Mack standing and they pull at their chewing gum, blow bubbles, twirl their goo-guns and wink at ya. The animation's breathtaking, with 250 frames for each character, and it comes to the fore when you're falling, teetering on a gust of wind, or dying a grisly death.

The sound is the best I've heard on the Mega Drive — move over Sonic, your ditties pale in comparison. And the speech is well smart,giving the kids real character. 'Are you ready?', 'Awesome!', 'Cool!' and 'You did it!' are all executed in fine style.

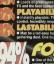
The difficulty level's just about right. Play in normal mode, or difficult mode if you're a hardened gamer. The Bonus World's is a tough romp, but a nice inclusion. The backdrops are stunning and the scrolling's spot on.

When released in March, *Global Gladiators* will rate high in my All Time Top Ten: a compelling and totally addictive game. Start saving your pennies, folks.

ADE 95%



SF Rating



85% PRESENTATION
● Great intro sequence, three difficulty levels, choice of control, sound test, continues

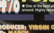
95% VISUALS
● Stunning! Sprites are beautifully detailed and animated. A lorra time's been spent on visuals

94% SONICS
● Loads of great tunes. Talk about funky! Great FX and the best speech to date

92% PLAYABILITY
● Instantly playable. The two guys are easy to control. Incredibly responsive. Good bonus game

82% LASTABILITY
● May be a tad easy but you won't leave this gathering dust. One to play time and time again

94% FORCE
● One of the best platform games around. Highly recommended





● PRODUCER: VIRGIN GAMES
● MD: MARCH
● PLAYERS: 1-2
● PRICE: £39.99



GLOBAL MEGA-DRIVIN

Win! Win! WITH SEGA FORCE AND Virgin GAMES

Why not enter our flickin' exclusive Virgin Games compo? Mick and Mack have! Win a brand spanking new Mega Drive and a selection of Virgin carts. They're corkers!

Who are the coolest dudes on the Mega Drive? **Mick** and **Mack**, that's who! They've one ambition in life: to follow they're comic book heroes, **The Global Gladiators**, fighting crime, blasting anything that ain't ozone-friendly!

As if by magic, **Ronald McDonald** appears, and in between wolfing fries and guzzling milk shakes, he grants them their wish. **Mick** and **Mack** are now **The Global Gladiators**!

They're plunged into a world where ozone layer means absolutely zilcho! There's dirt, there's slime, there's lowdown scum! Is it possible to clean things up? The dudes are gonna have a flickin' good go!

Gladiators all over!

You play either **Mick** or **Mack** and must rid the oceans of toxic waste, race through urban garage dumps, ice worlds, slime worlds and forests. You gotta be quick on your toes to put litter in its place in Toxi Town and dodge the piranhas in the Mystical Forest!

There are four levels of rip-roarin' action to traverse and, as you can see from our review, the game's a definite stunner…

And you could soon be playing it! **Virgin Games** are gonna give the winner of our ace compo a shiny new Mega Drive and a selection of their best ever releases.

All you have to do is answer the three brain-boggling questions below, based on the ***Global Gladiators*** game. Jot your answers on a postcard, or sealed down envelope and get 'em into us by **4 March.**

The address to send your entries to is: **I'M A VIRGIN GLOBAL GLADIATOR, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**

1. What letter do The Global Gladiators have to collect throughout the game?
a. E
b. M
c. U

2. Where were Mick and Mack sitting when Ronald appeared?
a. In a public lavatory
b. In Hyde Park
c. In McDonald's

3. With the ozone layer getting thinner, the world will get warmer due to the…
a. Green House Effect
b. White House Effect
c. House Music Effect

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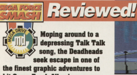




Reviewed!

MEGA DRIVE md

Moping around to a depressing Talk Talk song, the Deadheads seek escape in one of the finest graphic adventures to hit Game Freak Alley in many a hunter's moon.



Left: In *Another World*, you play the brilliant scientist, Lester Chaykin. After an experiment goes wrong, he finds himself transported to a strange alien world. Danger's all around and the way home long and treacherous. Luckily, you find help from an alien friend. The two of you battle against overwhelming odds to try and get back to Earth.

ANOTHER WORLD

There are some things in this universe mankind is not meant to tamper with. There are forces at work we have no understanding of and never will.

Yet there are still individuals who seek to push the boundaries of our existence to the limit. One such person is a scientist, Lester Knight Chaykin.

He was working as a researcher in the field of nuclear physics when he made a remarkable discovery. By using an advanced particle accelerator, he found it was possible to generate and contain an atom of anti-matter.

This was the moment he had been working for all of his life. The existence of anti-matter could open up new doors in travel, energy... the possibilities were endless. Relocating his lab to the deserts of Arizona, Lester continued his work in secret.

One night, he travelled to the lab to perform last-minute tests of his experimental machine. Seated at the particle accelerator, he began to set up the test program. Unbeknown to Lester, a violent electrical storm was brewing outside the lab.

Lester initiated the anti-matter program and sat back to enjoy a beer. At that moment, a bolt of lightning struck the complex above, sending an energy burst through the installation. The particle accelerator had reached maximum and the final countdown had nearly finished. Three, two, one...

Just then, the lightning bolt struck the machine. There was a flash and Lester was no longer in this world. The energy surge had pushed the particle accelerator to its limits and sent the young scientist through space and time (a bit like *Quantum Leap*).

He awoke to find himself in a world that was not his own. This strange place was filled with weird creatures, inhuman faces and dangers to overcome (sounds like one of Mat's parties! —Sub Ed). With the help of an alien friend and a powerful gun, Lester must find his way home or perish in another world!

Delphine developed *Another World* for other systems such as the Amiga and SNES and now the MD gets a look in. First time players will be amazed by the strange polygon graphics and stunning sound effects.

It's best described as an interactive movie. You have to guide Lester Chaykin around the alien world, completing certain tasks in order to move onto the next section. For instance, if you don't blow open a door on one level, you can't access a screen later on.

There are loads of ways Lester can die (he *is* only human!) but careful thought and swift reflexes get you through. The strange alien friend helps you out sometimes so stick close to him!

There aren't lives as such. Instead, the game has unlimited continues and a password system that ensures a low frustration level.

For a new experience and a different kind of game, get your hands on *Another World*. It's the beginning of the polygon revolution!

Ade bellows... 'AN ABSOLUTE STUNNER!'

Virgin have definitely got off to a good start this year, what with *Global Gladiators* and now *Another World*. I have to be honest, I was a wee bit envious of Amiga and SNES owners when I saw *their* versions. Now I can hold my head up high! The Mega Drive game's an absolute stunner!

Absolutely nothing's been left out. In fact, it seems a touch faster than other versions I've played. The Mega Drive's pushed to the limit in the visuals department. The cinematic sequences are mindblowing — I've never seen anything like 'em on the MD.

Lester moves around *Prince Of Persia*-style. All sprites have to be seen to be believed, their movements are *so* realistic. You won't find a game with more atmosphere. This is enhanced by a simple yet incredibly spooky soundtrack and FX.

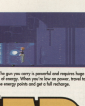
Gameplay's a winner. All puzzles are incredibly taxing. It's easy to get quite annoyed at times but patience is a virtue. When you complete a task that's taken an age to fathom out, you're left with a warm glow inside (gimme a break! —Ed). And if you finish the game, it's worth playing through again, just to soak up the graphics and show off to your mates.

Who would *Another World* appeal to? Good question! Deadheads who enjoy using their grey matter to full effect. If you like your games chock-full of action, with plenty of fast-paced platform/shoot-'em-up spills 'n' thrills, think seriously before buying.

ADE 91%

Lester's journey takes him through dark caves, weird alien towns, underwater caverns and barren landscapes. Your friend helps you out when situations get dangerous.

Right: What started as a harmless experiment soon turns into a nightmare for Lester Chaykin. The story serves as a lesson: don't mess with Mother Nature!



Above: The gun you carry is powerful and requires huge amounts of energy. When you're low on power, travel to one of the energy points and get a full recharge.

Paul beams... *'SIMPLY STUNNING'*



Another World was a classic with most 16-bit computer owners, and judging by this excellent MD version, its success is going to continue into the realm of consoles. As soon as the game starts, you know you've got something special.

The intro's simply stunning and sets the scene for the game proper.

One criticism that might be levelled at games such as *Another World* is they're very pretty but a bit of a let-down in the playability stakes. True, once you've completed it there's little incentive to play again, but the sheer enormity of your task and stunning visuals throughout make *Another World* well worth buying.

Virgin have another classic MD game on their hands. This release is the standard by which all other MD games will be judged. The sound, graphics and gameplay are of the highest quality; it'll take something special to knock this off the Number One spot.

Full marks to everyone concerned for turning out a top-notch MD product. Keep up the good work, Virgin, you can't do wrong at the moment.

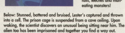
PAUL 91%





Right: Growl! Trouble starts as soon as Lester arrives on this strange world. One of the first problems he faces is this panther-like monster.



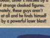


Left: Gulp! There are many ways Lester can die. Remember, the main hero's only human so try to keep him out of trouble. Dangerous events to avoid are laser blasts, lengthy falls, leeches and man-eating monsters!



Below: Stunned, battered and bruised, Lester's captured and thrown into a cell. The prison cage is suspended from a cave ceiling. Upon waking, the scientist discovers an unusual being sitting near him. The alien too has been imprisoned and together you find a way out.

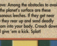




Left: If he manages to outwit the terrible beast, Lester's rescued by a group of strange cloaked figures. Unfortunately, these guys aren't friendly at all and he finds himself stunned by a powerful laser blast!







Above: Among the obstacles to avoid on the planet's surface are these poisonous leeches. If they get near you they rear up and send deadly venom into your body. Crouch down and give 'em a kick. Splot!













PARROT WHAT?

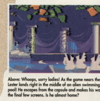
No, polygon graphics have got nothing to do with the Monty Python dead parrot sketch! They're a new technique used to full effect in *Another World*.

By forming objects out of flat shapes, characters take on realistic movements. Figures walk, crouch and jump as if they were alive. Polygon graphics have been used in such games as *LHX Attack Chopper* and *Steel Talons* but this is the first time a platform game's used them.

The overall feeling is like watching a film. Backgrounds are simply defined so the computer doesn't have to cope with detailed screen components. The MD's fast processor makes the movement on this game even smoother. Polygon graphics are amazing — and they're here to stay!



Above: There are thick blast doors in the city that can be shot open. Use the supershot if they won't. The guard above hears the noise and is ready for you! Think a situation through first before charging in.



Above: Whoops, sorry ladies! As the game nears the end, Lester lands right in the middle of an alien swimming pool! He escapes from the capsule and makes his way to the final few screens. Is he almost home?

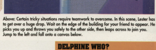
Left: Escape from the swinging cage and it drops down on top of a guard. As the two of you are about to escape, bend down and pick up the gun from the floor. This device is important. With it you can fire lasers, create forcefields and generate massive supershots of energy. The gun runs out of power fast so remember where the recharging points are. Create a shield by holding down the fire button then letting go. For a supershot, press [A] until a glowing bubble appears on the gun.











Above: Certain tricky situations require teamwork to overcome. In this scene, Lester has to get over a huge drop. Wait on the edge of the building for your friend to appear. He picks you up and throws you safely to the other side, then leaps across to join you. Jump to the left and fall onto a canvas below.



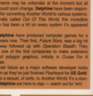
Left: The alien city's a deadly place. Once you've escaped from the dungeon make your way through the town quickly. There are hundreds of guards searching for you and hanging around in one place for too long could mean your downfall. In this shot, you've just blasted an alien guard but across the screen are others out to get you. Step on it!

DELPHINE WHO?

The name may be unfamiliar at the moment but all that could soon change. **Delphine** have been responsible for converting *Another World* to various systems. Originally called *Out Of This World*, this incredible game has been a hit on every system it's appeared on.

Delphine have produced computer games for a few years now. Their first, *Future Wars*, was a big hit and was followed up with *Operation Stealth*. They were one of the first companies to make extensive use of polygon graphics, initially in *Cruise For A Corpse*.

Their future as a major software developer looks certain as they've just finished *Flashback* for **US Gold**. This is a sequel, of sorts, to *Another World*. It's a stunner! **Delphine** are here to stay — watch out for 'em!















Mat gasps... *'A GREAT GAME'*

I've played *Another World* on other systems before so I was gagging for a look at the MD version. Delphine have obviously pulled out all the stops to make this a great game. Switch on your machine and you're blown away by the amazing intro sequence where Lester's tampering with nature. Unfortunately, Mother Nature pushes back and Mr Chaykin finds himself thrown into an alien world!

Although the characters and backgrounds are simplistic, the animation's superb, with movements that easily beats anything in *Prince Of Persia*. Having said that, the close-ups on characters are far too blocky and slow.

This is the poorest version of *Another World* I've seen. Character movement should be faster and the graphics cleaned up.

Apart from that, Virgin have come up with the goods again. I'd recommend this to anyone who's never played it. ***MAT 89%***

Above: Seconds out, round one! You've been wounded and are crawling away as your friend fights an enemy alien. Make it to a control panel on the right and then..?

Above: This is one tricky situation to be in! As you enter the room, set up a shield to deflect laser blasts. Use the supershot to knock down the guard's shield and kill him.

Above right: The pair of you make your escape in an armoured vehicle. Press the control panel to eject.

Above: Leap across the ravine. You can't jump the gap but you should fall onto a lower ledge. Once there, use your gun to blast a hole in the wall.

Above: Escape from the prison cage by swinging backwards and forwards. The cage drops down onto the guard below and kills him. Ha, gotcha!

Left: You have to master all of the gun's capabilities if you hope to survive. Use shields to stop alien laser blasts. Lester can fire through his own shields but not through the aliens' energy barriers. Use supershots to take out guards' force fields then hit 'em with a standard laser blast. Duck to avoid being hit from behind.

SF Rating

95% PRESENTATION
● Intro sequence and cut-scenes are stunning. Well produced throughout, password system

93% VISUALS
● Amazing sprites! The animation of Lester and crew is incredibly realistic

85% SONICS
● Plenty of atmospheric FX and moody themes, although a little weak in some stages

92% PLAYABILITY
● Lester's responsive and a joy to control. Routes to each section are a touch limited

82% LASTABILITY
● Tough in places, but once you sort out the tricky areas you should finish it, no probs

91% FORCE
● An original game with stunning graphics. Classy through and through

● PRODUCER: VIRGIN/DELPHINE
● MD: MARCH
● PLAYERS: 1
● PRICE: £39.99

The Master's up to his old tricks again! Slimy slave warriors and rusty automatons are bent on revenge in US Gold's latest slice-'em-up. But of course, the SEGA FORCE Deadheads take it in their stride (groan! —Ed).



Left: Hirju's quest takes him nearer to the evil Grand Master's lair! The ancient wizard has kidnapped Strider's girlfriend and intends to take over the whole planet. As the strongest and bravest of his race, Hirju battles his way through five levels of danger to complete his mission. Armed with a plasma sword and shurikens, he has to tackle ther most evil of enemies and win!



It seems ages since *Strider* blasted onto the Mega Drive. Now US Gold, in conjunction with **Capcom**, have clinched a deal to bring the sequel to a Sega machine near you — soon!

Both programmed by **Tiertex**, the MD version's set for a March release and a Master System game's pencilled in for February. Mega Drive *Strider II* boasts a whole new set of tricks and traps to make things even more challenging than the original!

Strider's training is complete. He's ready to take on The Master and his evil empire.

The big guy's ready to lead old Stridey down the paths of destruction. Princess Magenta's held captive (I thought a woman was involved somewhere! —Dep Ed). The Master knows she's Strider's sweetheart and expects a rescue mission.

That's what he gets! Strider arms himself with a plasma sword and deadly shuriken to slice through anyone or anything that gets in his way!

As Strider, your first port of call's The Forbidden Forest, where automated sentry robots appear in full effect. They're programmed to destroy any alien organisms they encounter.

Beware the Mechobirds' savage air attack! Defeat Milsoma, the missile-firing machine, Podulous, the armour-plated firebomb, and Helios, the giant metallic flying fortress.

Moves are similar to the original *Strider* game. Wow, is this guy agile?! Plenty of leaping, somersaulting and clambering up walls.

A plasma sword's your main means of defence. Press button [A] to fling a few shurikens at an oncoming adversary. If you don't fancy that, press Down and [C] to perform a nifty little skid on your backside!

As is the norm in platform/slice-'em-ups, there are loadsa power-ups to collect en route: extra energy, shields, extra lives and bonus points, to name but a few. Check out the Mechobirds on the first stage — they've items hidden under their wings.

If you survive the first level's tight time limit, you're off into Castle Metropolis to duel with trigger-happy mutant soldiers and strange, genetically-advanced plants. Helios II pops up for a blast, faster and more deadly than its predecessor.

Level 3's the Alien Labyrinth. Plenty of hatchlings, Crawlers and Spinners to defeat. Go al fresco on the rooftops for Stage 4. Agility, speed and skill are critical.

Ropes, aerial runways and platforms make a dramatic backdrop as you struggle toward the Master's Lair. The entrance is guarded by Waspini, a giant cyborg wasp who doesn't take kindly to intruders!

Finally, the Lair itself. No one has survived to tell what lies within. The terrain's unknown and unpredictable. It's up to you, Strider, me old mate — defeat is unthinkable!



Ade smiles... *'DAMN TOUGH!'*

Graphically, *Strider II*'s pretty stunning. The main guy's well drawn, with plenty of moves and pick-ups to utilise. I love the skid he executes! His walk's a bit dodgy, though; he tends to drag one of his legs (a bit like the Mummy!).

The plasma sword's a touch unresponsive at times. On the odd occasion, I had to press [B] a couple of times to get the sword to swipe.

***Strider II*'s pretty damn tough, harder than its predecessor. It took us ages to get onto the second level. But who wants a game you finish in the blink of an eye?**

It's been tweaked a little since we had it in for preview, to make things smoother and more playable. The bad guys are a beautifully animated and there are plenty of 'em, all with their own characteristics and attack patterns. Sometimes, you have to decide whether it's easier to dodge 'em by leaping across platforms or taking the ceiling route!

Once you've got your jumps timed and know how best to use the sword, you find *Strider II* a lot easier. Figuring out your route's another key to success. Remember, you're at the mercy of that clock, so get ya ass into gear!

A highly playable game, better than the original and certainly one I'd recommend to platform/slice-'em freaks. *ADE 82%*

FORCE CONTROL

- **+** Move the D-pad Left and Right to control Strider. Also used to guide Strider when he's falling and sliding. Press Down to duck.
- **A** Press [A] to fire Strider's deadly shurikens. Once the stars have been used up, there are no more! Save them for later.
- **B** Button [B] activates the plasma sword. This can be used when Strider's running, ducking or jumping. Keep it pressed for multiple hits.
- **C** This is the jump button. Strider leaps through the air and grabs hold of walls and ceilings with a special grappling hook.

Above: A massive robo-dinosaur guards the exit to Level 3. He ain't too tough, though! Duck down and use your plasma sword to hit the creature from a distance.

Strider needs all his skill and cunning to defeat the traps the Grand Master has prepared for him.



Above: Strider's main weapon is his plasma sword. This is a useful device for tackling enemies from a distance. Press [B] to activate it.

Right: Strider's also armed with lethal shurikens. Press button [A] to throw them a selected targets. You only have a few so don't waste them too quickly.

Above: Guide Strider through each of the five levels and destroy the end-of-level guardian. Once that's done, find your way to the teleport pod and enter it to be warped away.

Left: There are two guardians to beat on the first level. The second boss is Milsoma, the missile firing machine. It fires bombs across the top and bottom of the screen. Leap and duck as you try to get close to the machine. Crouch near it and keep using your sword to hit the lower bombs. A few hits later, you've won.

Left: The animation in *Strider II*'s superb. Watch him leap and spin in the air!

PICK ME UP, BIG BOY!

ITEM POUCH: These are located in every level. They contain the bonus items below. Watch out for mechanical birds carrying them.

STRIDER ENERGY: Being constantly hit knocks your energy down. Collect these icons to put your strength back up to full power again.

ENERGY POD: Find this device and Strider's automatically protected by a spinning shield. It only lasts if you collect shield energy.

ROTUND SHIELD ENERGY: Keep collecting these items as they top up your shield energy. Once they've all run out, the shield disappears.

POWER UP: Collect these and Strider's awarded with an extra life. Find all of the power-ups in a level and Strider gets a credit.

Paul proclaims... *'SLICKER AND FASTER THAN STRIDER'*

This bloke is smooth — and I don't mean the way he dresses! US Gold have improved upon *Strider* to make the sequel much slicker and faster. Graphics are beefier and the sound and speech blow your mind! Select the speech test option and prepare to be impressed.

It's still flickin difficult! There seems to be more ranting Russians and metallic murderous hardware than ever before. Thankfully, there are also more pick-ups and energy cannisters to find — you'll need them to stand any chance of rescuing your nearest and dearest!

Graphics and sound have had a full going-over. The hive level's particularly shiny and high-tech; the forest and alien levels' dark, sinister look works well. Sound FX are loud and clear and the tune isn't too bad (if you're deaf!)

Any moans and groans? Obviously, if you don't enjoy *Strider*-type games, you'll hate this! Gameplay hasn't changed much so if you're looking for something new, you might be disappointed. But if you love our Russian hero and his big sword, save up your roubles and buy this cart!

PAUL 83%

SF Rating

78% PRESENTATION
● Two difficulty levels, up to five continues, choice of control and sword type

83% VISUALS
● Smart main sprites and good backdrops. Good FX when Stridey dies. Impressive guardians

80% SONICS
● Good mean and moody themes, very atmospheric. Super speech!

82% PLAYABILITY
● Once you master timing your moves and attack methods, gameplay feels better

84% LASTABILITY
● It's a tough cookie! Plenty of guardians to oust and loads of smaller minions. Enjoyable!

83% FORCE
● US Gold have improved the original. Wicked graphics and tough gameplay

● PRODUCER: US GOLD
● MD: MARCH
● PLAYERS: 1
● PRICE: £39.99





That bald-headed bloke's the oppositions' manager. That standard tells you his team have just scored a touchdown! No wonder he's got a big cheesy grin on his mug! You get six points per touchdown and one point for keeping possession.

Jerry Glanville's PIGSKIN FOOTBRAWL

This is what Football should've been! If you think American-style was violent, get a loada this! Ugly, vile and prone to mayhem!

Based on the arcade game, *Pigskin Footbrawl* typifies the lovely credos of Jerry Glanville, presently coach for the Atlanta Falcons. This is the guy who changed the team colours from maroon to black and had the home stadium dubbed the 'Palace of Pain'.

Gameplay's basically the same as American Football and takes place on a field — a *real* field, with tree stumps, rocks, dirt... all that nature stuff. Plus plenty of weapons lying about to collect and use.

Select a hard or insanely tough game, one player against the computer or two to bump heads. Pick how many teammates to play with — you can go down from six-a-side to just yourself and one lonely bum against you. Game speed can be adjusted from Normal to Fast and time periods set from two-and-a-half up to four minutes.

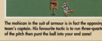
The first two quarters use the outdoor battlefield, the second half moves inside to the gladiator arena, where a whole new set of obstacles are stacked against you.

Each team has a captain, two guards and three forwards. The guards don't go past midfield, while the running boar hangs in enemy territory. That leaves the gruntback and porkblockers the freedom of the field.

Watch out for trapdoors in the indoor arena. Players falling through are temporarily lost in mazes.

Then there's the fans. Troll spectators sometimes get a bit too excited. If you're getting clobbered, these green sub-humans might join in to help you out. 'Course, if the other guy needs help...





The mohican in the suit of armour is in fact the opposing team's captain. His favourite tactic is to run three-quarters of the pitch then punt the ball into your end zone!

NO MORE "MISTER NICE GUY"

It's halftime and you're losing. Your coach (the mad monk with the axe!) isn't best pleased at your tactics on the field so you'd better buck your ideas up in the second half or that axe might be used to crack a few heads!

Paul admits... *'LOADS OF NEAT TOUCHES!'*

Who reckons the geezers in this 'ere football game are hard?! Us game-freaks have a quick game of football every day, just before we eat our packed lunches. Mat won the last game — he only lost an ear, spawny git!

I must concede, though, these Neanderthal competitors are a wee bit harder than your latter-day American Football team. Fists fly faster than a supersonic jet! The best tactic's to pass the ball to the captain and run like the bloody clappers!

Pigskin Footbrawl has loads of neat touches which add humour and seem to improve gameplay, which otherwise is pretty naff. There are too few moves to be called a Football sim and the pitch is too small for the amount of obstacles. The ability to pick up and use weapons is quite novel but doesn't add much to the limited gameplay.

The two-player option adds a little enjoyment but it still lacks major excitement. Why wasn't a league or cup option included? It would've given the whole game a purpose in one-player mode, as there seems little point to one-off matches

Footbrawl could've been a really good game, if only the programmers had paid the same amount of attention to gameplay as they did to the little sonic and graphic touches. As it is, limited options make *Pigskin Footbrawl* one to avoid.

PAUL 55%



Above: The action's gone indoors and you've scored a touchdown! This level's full of obstacles and traps.

Mat yelps... 'WEIRD!'

'It's called *Pigskin Footbrawl*,' said Paul, handing me a distinctly dodgy-looking cart. 'What's it about, then?' I replied with a frown.
Oh, it's just your average medieval, American Football slaughter-sport. What did you expect?'

(*NB: Paul Wooding is currently residing in a small shoe box beneath Spaghetti Junction!*)

Okay, Paul's as mad as a house, but he's right about *Pigskin Footbrawl*. It's a weird mixture of footie, fighting and flickin' big weapons! You may find it a bit confusing but stick with it and you find it ain't too bad.

Once you've mastered the controls and figured out who's doing what to whom, *Footbrawl* becomes a lot of fun, with players dropping down trapdoors, speared in the head and colliding with trees! This is where it really becomes fun as you and the opposing team try to outdo each other in the gore stakes! The Football side of the game lacks real skill and winning's only half the fun.

Give the two-player option a bash and prepare for some hard-hitting action!

MAT 62%

FORCE CONTROL

- **+** Dodge and weave! Dummy and dive! Steers the selected player's dancing feet! Up and down highlight options on the title.
- **A** Selects play tactics, a different set for defence and offence. The key cofiguration can be altered to suit individual tastes.
- **B** [B] is for punching. Everyone follows your lead and does the same. The team that hits together...gets smacked crap out of together!
- **C** Scrolls through choices for a receiver. Letting go of the button shoots the ball on its way. Press with the [B] button for a flying tackle.

Above: Play's about to commence in the great hall. You've switched your attitude selecter to the *BAD* position, which means loads of bloody violence!

The bunch of puny wimps above are in fact your team. Don't lose heart, miracles do happen!

Thor Akenback: This is your team captain. His hobbies include reciting poetry and maiming people!

Erik Rotkoph: His BO's as powerful as his punch! Great in defence but not so hot under the arms!

Odin Innaway: Don't expect this bloke to use weapons, he prefers fists rather than knives. Gulp!

Olaf Bakerson: What a beer belly! Olaf's big and fat which makes him an excellent defender.

Ox Zmoron: Weird name and a totally weird player. Where there's a fight, he's in the thick of it!

VICKY THE VIKING'S 1ST COUSINS ONCE REMOVED!

Left: Although that Queen looks a bit tasty, she supports the other side. BOO! If you hold onto the ball for long enough, you get an extra point when you score a touchdown! One point might not seem that much, but when you become used to the controls games tend to be quite close, so any point is vital!

SF Rating

76% PRESENTATION
- One- or two- player options, variable game speed, match length and control set-up

72% VISUALS
- Large, colourful sprites, smooth movement but basic backdrops

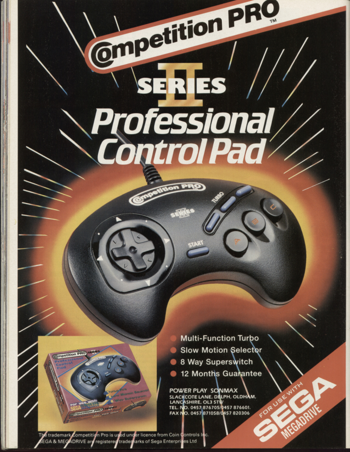
68% SONICS
- No music but sound FX are thuddingly realistic as players are knocked about the pitch

72% PLAYABILITY
- Controls are responsive but collecting extra weapons and avoiding obstacles can be awkward

64% LASTABILITY
- Novelty soon wears off in solo game; two-player mode offers better lasting appeal

61% FORCE
- A new twist to an old game. Fun and frantic but soon palls

- PRODUCER: RAZORSOFT
- MD: IMPORT
- PLAYERS: 1-2
- PRICE: £39.99





The CHEAT CHAMBER

PULL OUT AND KEEP!

It's dank and dark and dismal, but Paul Wooding feels at home. There's loadsa tips for him to try, you'll never hear him moan. Maps galore and playing guides, this lad he knows his stuff, so send your bits and pieces 'cos our man can't get enough! Make sure you have a butcher's and take in every word, there's £50 for you to grab, he's mad, he's rad — absurd! Ladies and gentlemen, take a seat and await the bellow of the Tipsmaster himself...

A SONIC SENSATION!

Check out this huge wad of hints 'n' tips for Sonic 2 on all three systems. Everything you need to cheat like crazy!

Who said rock 'n' roll was dead?!
CHUCK ROCK
mapped!

PULL OUT HERE!

TIPS INDEX

WHAT'S THE COLOUR OF MONEY?

A SORT OF GRUNGY GREEN, BUT...

It could be yours if I can be persuaded by the other Deadheads on the SEGA FORCE team to part with the three £50 top tipster vouchers next month! Yep, a whole £150! This month's been a bit thin on the ground for really massive playing info (must be the lingering effects of the New Year). So don't let me down next time — or there'll be trouble! However...

Welcome, dedicated game freaks, to another journey into the depths of Game-freak Alley. Lurking in the chamber this month is the definite guide to *Sonic 2* on *all* formats, along with some cracking *Chuck Rock* maps and MD cheats, all rounded off with an extended GG alley to keep handheld game nutters happy!

Don't forget to keep your beady eyes peeled for the £50 top tipster's prize — if you sent in a hot top tip you could find yourself a fair few quid richer!

But first off this month I'm gonna have a moan! Last ish we printed a players' guide to *Sonic* on the MS/GG by **Gary Mullen**. Gazza reckoned that there wasn't an extra life on Act 3 of the Bridge Zone... well, there flickin' was, and don't we just know it! Hundreds upon hundreds of letters flocked in from eagle-eyed game freaks alerting us to the error of our ways.

To all those who wrote: **Your Concern Has Been Noted**, so you can all stop sending us letters about it! Gary has been dealt with over the incident — they don't call me Paz the Merciless for nothing, you know! (*No, it costs 'em about a tenner* — chorus of readers who've heard the joke before.)

But we only torture people in extreme cases, so don't stop sending in all your tips, cheats and maps. Most likely you'll get off with a sound beating from **THE CHEAT CHAMBER, SEGA FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW and you might drop lucky — you'll never know unless you try.**

LOOK, MUM — IT'S ME!

Yep! You too can be famous (like Tim Chadburn here, from Cheshire, who's also great at *Sonic*). You see enough of our reviewer heads in the magazine — let's see more of you lot!

When you send me tips and maps, take the time to include a mugshot of yourself. A photo booth piccy, holiday snap, wedding shot (boring!), it's up to you. The better the quality, though, the better you'll look, unless you resemble a ninja turtle, in which case send a shot of the dog...

YOU ROUGH 'EM, WE PUFF 'EM!

Time to delve into the gunge that defiles the chamber, and whip out this month's star maps and mapmaker.

These *Chuck Rock* maps were pretty smart when they were sent in by ace cartographer **Stephen Keys** from Bellshill, Lanarkshire, so when our top design man **Ian** got his mitts round 'em they got even better!

Well done, Stephen me old china, you've got yourself £50 and an interview for a job with the Ordnance Survey chappies! So everyone else remember, if you've got a map that you reckon would cut the grade here in the chamber, send it to **THE CHEAT CHAMBER, Europress Impact, Ludlow, Shropshire, SY8 1JW.**

JENNIFER CAPRIATI'S TENNIS

Here's a useful little tip for all budding tennis pros! **Andrew Davidson** from Redditch, Worcester has put his thinking cap on and come up with a cheat that lets you create new players. To come up with a new type of game enter the code **GRAND. SLA M.** If you've entered this correctly (and slapped wrists for those of you who don't!), the computer rewards you with new players of both sexes. They're a lot harder to beat and should prove to be a challenge for even the toughest players. Cheers for that one Andy!

JOHN MADDENS '92

Ken Platt from Bolton sent us a load of tips for this ace American football game. Here are some game codes for other levels:

Atlanta vs Oakland at Atlanta-DCMYRLLJ
Buffalo vs Chicago at Chicago-BPS89YH4
Washington vs Oakland at Washington-BOB6DCHR
Tampa Bay vs Buffalo at Tampa Bay-DGNW8TT5
Seattle vs New Orleans at New Orleans-C29XVK31
San Francisco vs Oakland at San Francisco-DSFC2Y6T
Los Angeles vs Buffalo at L.A.-D77VJWG1
Green Bay vs Buffalo at Green Bay-CCOB9LH5
Miami vs Washington at Washington-CS7SSJMD

QUACKSHOT

Stuart Chisolm from Ipswich, Suffolk has been playing *Quackshot* to death! In fact he's become so good at this game that he thought he would help us out and send some tips in (worra cheek!).

When in Duckburg go across the telephone wires to Gyro. Once you've reached this point, head back the way you've just come. If all goes well Donald finds 20 pieces of popcorn and bubblegum ammo. Thanks a lot Stu!

POPULOUS

Easy access to some of the harder levels in this game can be had by using this cheat. There are 500 levels to go to and a simple way to reach 'em. Enter the level that you want to go to and then put the word **BIT** after it. For instance level 300 can be reached by entering the code **300BIT**. Enter numbers by holding down [B] while pressing [Up] or [Down] at the same time.

■ FANTASY ZONE GG
On the Game Over screen press Up, [1] and Start until the main screen appears. Let go and press Up, [1] and Start again. You should receive a continue and all the money you had when you died.

■ DRAGON'S FURY MD
We've raved about this in the past and it's still a great console pinball game! Its main problem is the way it gets frustrating if you lose all of your balls and have to start again. This password should solve all that. Enter this code for 99 balls and a score of over 13 million points: UFELFO78TL.

REVENGE OF SHINOBI

Lots of readers complain of trouble with the maze bit. These maps from those wonderful game-freaks at Killer Konsoles should help!

1. This bit's simple: dispose of the ninjas, get the power-ups from the crates and go through the last door — follow the arrows.

2. Just go out the first door on your left!

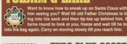
3. Somersault over the large wall, get rid of the waiting ninjas and go out the last door you come to.

4 + 5. As soon as you enter stage 4 you're hassled by two star-throwers. Do away with them as quickly as you can, then get the power-ups from the crates.Stage 5's a bit chaotic! Throw your shurikens at all the ninjas as quickly as you can. Don't worry too much about losing your power-ups — you get some more in stage 6!

6. What an amazing find! Collect power-ups. Ninjitsu and one-ups here! To get out, jump onto the ledges and go through the door.

7. Déjà vû? Yes it's section 3 again, without enemies if you eliminated them the first time!

8 + 9. Section 8 is a repeat of stage 4, and 9 (above) a repeat of stage 5, but with the important difference that you go out through the door on the left instead of the one at the top. Watch out, there are still enemies around. And for stage 10: just before you reach the Neo Zeed boss exit, somersault and throw shurikens to find a handy power-up.



TOEJAM & EARL

Want to know how to sneak up on Santa Claus without him seeing you? Wait till old Father Christmas is looking into his sack and then tip-toe up behind him. If he turns round to look at you, freeze and wait till he looks into his bag again. Carry on moving slowly till you reach him.

■ WONDERBOY DRAGON TRAP
Here's a useful one — if you die wearing the Hades Armour you are resurrected. The passwords for the legendary weapons are:

1. 9JC5
2. YHX
3. XN4U
4. HT2

EURO CLUB SOCCER

To get every English team through to the final just use these codes:

Spurs vs Celtic-J6CUAA8IHA
Everton vs Seville-7BKEABCIAE
Norwich City vs Rangers-373UAA4IGC
Liverpool vs Celtic-SAHEAA6ICA
Aston Villa vs Real Sociedad-BEDUAA7ICA
Arsenal vs Bordeaux-ZWNEAA9IAE
Forest vs PSV-KQAEABAIAE
Leeds vs Gothenburg-J9NUABBIAE
Man Utd vs Hearts-3YREABDIAE
Chelsea vs Hearts-D7FUABEIAE
West Ham vs AC Milan-GE8UABFIARE

TEAM USA BASKETBALL

These cheats were sent in by **Dave Stevens** from Colchester. Enter this code to play as Team USA in the final game against the Netherlands: **#XT7RB6**.
To see the closing ceremonies: **#WT7RDC**

STRIDER

If you don't know it already, there is actually a level select for this game. At the beginning, when the master is laughing, press [Down] and then [A], [C], [B], [C], [A]. This enables you to choose the level you wish to start from. Very handy!

FORGOTTEN WORLDS

Mark Davidson from Redditch, Worcester sent me a useful tip for *Forgotten Worlds*. When playing the game in two-player mode, use this cheat for infinite continues. When one of the two characters gets killed, keep pressing the Start button a few times. This should let you carry on in the game for ever.

AZTEC ADVENTURE

To select a level, press Up five times before the scroll unrolls, press Right three times when the boy starts throwing the money, then press Left, then Down when all the characters move off to the left.

You should see the boy holding a sign above his head, and you can use the D-Pad to choose your level. Then press Start.

A big slap on the back to **Mark Tully** (any relation to Suzanne Tully of *Eastenders* fame?) from **Llandrindod Wells** in **Powys** for sending in that corkin' little tip.

THUNDER FORCE IV

Level 7: About a quarter of the way through the level you should come to an ice wall, which is only passable out of the water. Kill yourself (trust me!) and when you come back (temporarily invincible), travel through the wall near the bottom.

You should come to two air pockets, one large and one small. Enter the larger and stay at the far right of the screen. Now fire like the bloody clappers! You should start producing a multitude of goodies.

But when you pass out of the air pocket you will lose a life unless you collect the shield icon, which allows you safe passage back up to the normal level.

Thanks to **Leon Burnley** of **Ludlow** for that tip. Hang on a minute — Ludlow? Why did you post it?!

Blinckin' flip! I reckon all you game-freaks had Sonic 2 for Crimbo, 'cos this month all manner of tips and cheats have flooded into the Chamber!

It seems everyone has found this one, but those of ya who are still struggling, take a butcher's at the cheat below.

When the title screen appears select Options, then from the option screen simply press Start. The game starts as normal, so play as normal but collect 50 rings ASAP.

Once you've got enough rings, find one of the restart posts and jump over it. Collect the emerald and repeat the process for the other restart posts on the first act (three in all).

Press Restart and start the game in exactly the same way. This time, when you enter a special stage you will have kept your three Chaos Emeralds, so collect another three, then reset and collect the odd one to make up the seven — and voilà! You become SuperSonic!

This last special stage's a real bummer. The best bet is to grab a mate to control Tails. Below is the magical formula to help you become SuperSonic...

Up to the first checkpoint: Centre, right, left, right, left, right, right, left, left, right, right, left, left, right, left, right, left, right, left.

After the first checkpoint: Left, right, left, right, left, right, left, right, left, left, left, left, left, right, left, right.

After the second checkpoint: The rings and bombs are everywhere, so keep moving and jumping all over the tube. The bombs can be destroyed as long as you are in a ball and spinning when you bump into them.

MORE SONIC

Onto the next set of tips for our spiky friend. **Philip Henry** from Gosport has supplied a brilliant tip for *Sonic 2* in the split-screen mode. It enables player two to get 97 lives!

First waste two of your lives so you've only got one left (get rid of your rings as well).

Let player one finish first, and let your clock tick down to about 2-4 seconds then kill yourself (don't wait till the console tells you it's time out!).

The next time you start another act you should have 97 lives to play with...

Pretty damn good, that one! Even Warren could complete it now!

STOP PRESS! World Exclusive!

SONIC 2 LEVEL SELECT

Yes folks, SF has done it again! We've given you some fantastic tips in the past but this is the biggy!

Are you ready for a level select cheat, an instant SuperSonic cheat *and* a 14 continues cheat? Reckon you can handle all of them? Look below them for *the* best cheat of '93.

Level select

Go to the options screen and play soundtracks 19, 65, 09 and 17 (no need to listen to them fully). Return to the main screen (with game and option select) and press [A] and Start together. If you've done everything correctly, a level select should appear! You can play every stage, including the plane stage and the final confrontation with Dr Robotnik!

SuperSonic

Get to the level select screen. At the bottom there's another soundtest. Play tracks 04, 01, 02 and 06 (as before) and select your level. Sonic should become the bleached-hair wonder after he collects 50 rings!

14 continues

Go to the options screen, *not* the level select. Use the soundtest and enter tracks 19, 65, 09, 17, 01, 01, 02 and 04. Move the highlighter to player select and start the game. The only drawback is you can only hear track 04 throughout the game and there are no sound FX.

All the above cheats work — we've tested em on a British *Sonic 2* cart. With the level select, press [A] and Start at the very same time; if you accidently start a game, simply pause it and press [A] to get back to the title screen and try again!

Thanks to our Japanese correspondent, Norton Kai, for the above cheats.

HEDGE SANDW

And there's more! **Paul and Caroline Lague** from Bridlington, East Yorkshire have provided a complete guide to the end-of-level guardians for *Sonic 2*. There's nowt more frustrating than conquering an entire level only to be squashed by its 'orrible guardian. Luckily, deadheads Paul and Caroline have played the game to death and are more than qualified to instruct all you mortals in the art of...

Again we've had loads of tips and cheats for this stunning 8-bit gamer, including one very handy cheat from **David Harvey** of Watford, Herts. There's a cheat to gain loads of lives which can be found in Act 2 of the Sky High Zone.

Walk right and drop down. As you drop, push left to land on a platform with a spring facing left. Run left and spin off the end; you should bounce off the extra-life box and land on the spring. If you continue to hold left you land back on the platform you came from.

If you do the same again, the extra life is still there, so simply repeat this as many times as you wish to get loads of lives. The counter only goes up to nine but more can be collected.

Thanks, Dave, for that corkin' tip. The MS version of this most famous of games is much more challenging than the MD version.

Now you need to find those **Chaos Emeralds**. Luckily for us, **Richard Palmer** from Wame in Hull has found them. All are on Act 2 of the zones.

Underground Zone: The crystal is on the top level, on the far right. To cross the gap between the minecart and the far platform, stay in the cart after it leaves the track, and when the cart starts to drop, jump to the right you reach a stepped platform. Run along it and you find an Emerald!

Sky High Zone: To reach it you must hangglide at the top of the screen, being careful not to fly too high or you'll lose your glider. The wind blows twice — on the second time drop down a bit and stay at that height. The wind should blow you up for the last time, and you can get the crystal!

Aqua Lake Zone: When you're in the second set of maze-like tunnels, keep your finger on the left of the [D] pad and you eventually come to the crystal. If you re-enter the tunnel and don't press anything, you land in a room. When you go left there's an extra life.

Green Hill Zone: Jump across the big pit near the end of the level and land on the platform with two springs on it. Jump on them and press right. You should land on a hill. Iif you go right the crystal's waiting for you.

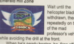
Gimmick Mountain Zone: When you reach two conveyor belts, go along them and up the slope, then kill the Burrowbot. Stand at the very top of the slope and jump left. Go up the flywheels, and on the second flywheel spin off to the right — you should land by the crystal.

Scrambled Egg Zone: To gain entrance to the last level, kill the silver Sonic. If you haven't got all the crystals you won't be able to play the last level proper, which takes place in the Crystal Egg itself.



ROBOTNIK ERAZING!

Emerald Hill Zone



Wait until the helicopter blades are withdrawn, then jump repeatedly on the top of the mad professor's vehicle while avoiding the drill at the front.

When he's nearly beaten, he fires off the drill in a last-ditch attempt to stop you, so get ready to jump out of the way.

Chemical Plant Zone



Watch the disappearing floor at either end of the platform. Whack Robotnik when he's filling up his chemical tank, and jump the blue gunge he spurts out when he's full. Eight hits and he's history.



Aquatic Ruins Zone

Watch out for the arrows which shoot out of the columns. When one of the arrows sticks into the opposite column, jump onto it then jump up to whack the underside of the prof's vehicle.

Alternatively, jump on the left-hand column as it rises from the ground, but remember to keep the jump button held down.

Casino Night Zone

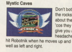
Always attack from above. Use the flippers or the super spin attack to gain some speed, then jump onto the flippers and head toward the top. There you can gauge where Robotnik's vehicle is and land smack-bang on top of it!

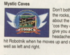
Hill Top Zone

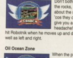


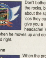
Bounce on him twice then hold down jump and bounce back to the safest platform (the one furthest away). Simply dodge any fireballs that head in your direction and repeat the process.

Mystic Caves









Don't bother about the rocks, but bother about the spikes 'cos they can really give you a headache! You can hit Robotnik when he moves up and down as well as left and right.

Oil Ocean Zone

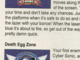
When the prof appears, bounce on him two or three times, then take a plunge into the oil. As long as you keep jumping you won't sink, and as long as you keep in the oil, the snake and laser won't touch you. Don't let up!

Metropolis Zone

When you first see him he's surrounded by baby professors. Wait until each baby attacks and destroy them one by one.

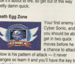
When all the baby profs are dead the adult prof moves to the side of the screen and whip out his giant laser, so simply move underneath him and bounce up to kill him.

Wing Fortress Zone



You don't fight Robotnik at this stage, you have to destroy a laser which moves along the top of the screen. Take your time and don't take any chances. Jump on the platforms when it's safe to do so and whack the lazer with your bonce! When the laser turns blue it's about to fire, so get out of the way pretty damn quick.

Death Egg Zone



Your first enemy is Cyber Sonic, and you should be able to get in two quick moves before he has a chance to attack. Below is his pattern of attack — it never changes so learn it and you'll have the key to beating him.

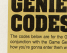
Cyber Sonic rolls up and shoots left, jets across to the right, rolls up and jumps about two body lengths towards you, then rolls up and jumps right.

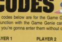
Make sure you destroy him quickly, 'cos if you don't he starts throwing spikes out when he jumps and these are tricky to avoid. He can be killed by landing on top of him when he is not rolled up, and you *can* whack him when he's using his jets.

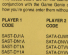
When you beat him, go right and chase Robotnik into the next room. He jumps into a huge robot and walks toward you.

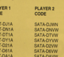
A target appears over you. Run to the right and move away when the target flashes, but stay close enough to hit Robotnik when he moves forward. When he rocks forward, hit his head and upper body, then run to the far left of the screen to avoid his claws. Repeat.

When you've hit him 12 times he's finally defeated and the computer takes over to give you the end sequence, which isn't that hot compared to the rest of the game...



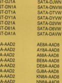


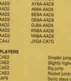




GENIE CODES

The codes below are for the Game Genie and can only be used in conjunction with the Game Genie cartridge, so don't go wondering how you're gonna enter them without one!



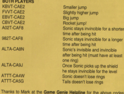


PLAYER 1 CODE	PLAYER 2 CODE	EFFECT
SAST-DJ1A	SATA-DJWN	Each ring worth 2
SAST-DN1A	SATA-DNVW	Each ring worth 3
SAST-DT1A	SATA-DTVW	Each ring worth 4
SAST-DY1A	SATA-DYVW	Each ring worth 5
SAST-D21A	SATA-D2VW	Each ring worth 6
SAST-D61A	SATA-D6VW	Each ring worth 7
SAST-DA1A	SATA-DAVW	Each ring worth 8
AE8A-AAD2	AE8A-AAD8	Start with 1 life
AY8A-AAD2	AY8A-AAD8	Start with 5 lives
A68A-AAD2	A68A-AAD8	Start with 7 lives
BE8A-AAD2	BE8A-AAD8	Start with 9 lives
DE8A-AAD2	DE8A-AAD8	Start with 25 lives
GJ8A-AAD2	GJ8A-AAD8	Start with 50 lives
KN8A-AAD2	KN8A-AAD8	Start with 75 lives
NN8A-AAD2	NN8A-AAD8	Start with 100 lives
JW3A-CA4J	JXGA-CA7G	Infinite lives

BOTH PLAYERS

KBVT-CAE2	Smaller jump
FVVT-CAE2	Slightly higher jump
EBVT-CAE2	Big jump
CBVT-CAE2	Rocket jump!
A02T-CAF8	Sonic stays invincible for a shorter time after being hit
982T-CAF8	Sonic stays invincible for a longer time after being hit
ALTA-CA8N	Sonic's invisible and invincible after being hit (must have at least one ring)
ALTA-CA9J	Once Sonic picks up the shield he stays invincible for the level
ATTT-CA4W	Sonic doesn't lose rings
ATTT-CA5G	Tails doesn't lose rings

Thanks to Mark at the **Game Genie Helpline** for the above codes. And watch out for a load of codes for *Alien 3* in the next ish, guaranteed to blow your mind.





Left: Last issue we showed you both end sequences with Sonic and SuperSonic. This month we thought we'd treat you to Tails' own special ending! Once our furry friend has defeated Dr Robotnik, the end sequence begins. Tails drops through the sky and lands on the bi-plane. This time, the pilot's none other than Sonic himself! After being given a salute by his animal friends, Tails leaps in the air!

DESERT STRIKE

This cheeky little cheat was sent in by **D Worsfold** from **Middlesbrough, Cleveland**. It allows you to use Jake as your co-pilot on the second mission.

After completing the first mission as normal and starting the second one, find Jake (over by the crashed plane behind the POW camp) and winch him aboard. Then get killed without returning to the frigate (no, really!).

The game resets and you get the chance to pick your co-pilot again. You should be able to choose Jake to accompany you on the second mission, and since Jake has dead-eye accuracy with weapons and the winch, your task should be easier! And don't miss next issue's Chamber 'cos we've mapped all the levels for ya!

SUPER KICK OFF

Scott O'Connell from **Crewe, Cheshire** has sent in a natty little tip for this fab footy game.

To guarantee a goal every time, all you have to do is line the ball up with the middle of the opposition's goal, then tap it forward about one kick. Now play Wimbledon style and hoof it up the pitch using button [2].

Follow the ball in the air and head it as you run into the box. It should sail over the keeper's head and drop nicely into the back of the net.

TERMINATOR2
THE ARCADE GAME

Who's stuck on the jeep section of this utterly brill game? Well, help is at hand from **Nicolas Rowan** of **Leeds**.

He's worked out the sequence in which the Hunter Killers appear, and he reckons that as long as you concentrate on these flying pests, the Terminators along the floor won't harm you!

So stock up on missiles at the start, then watch out for killers coming in this sequence:

Left, right, left, right, right, left, right, left, left, left, right, right, right, left, right, left, right, left, right, left, left, right, left, right.

The best tactic to adopt is to loose off a few missiles just before the killers appear.

PRINCE OF PERSIA

Lynne Watson of **Bideford, Devon** has sent us the following codes for *Prince Of Persia*, which allow His Excellency to become invisible against all guards on the level. They also allow you to complete the game at your own pace, since they give you loads of time.

To activate the cheats simply type the codes in and start the game as normal. At the first opportunity jump down two levels to activate the cheat.

Be warned — the cheat does *not* protect you from potions (so don't drink any), guards if you don't draw your sword, falling onto spikes or falling more than two levels. All that understood? Okay, now for the codes:

Level 9	OMGGGC	Level 12	RKNGGK
Level 10	RNQIIU	Level 13	NFGBBK
Level 11	SNIIIN	Level 14	VMMIIT

LEMMINGS

SEGA FORCE GAME FREAK!

AWARD £50

Anyone stuck on this fantastic GG puzzler? Sussed the Fun level out but losing sleep over Tricky? What you need is a good dose of codes to make you feel better, and who's more qualified to help you than our own *Lemmings* specialist **Andrew Palmer** from **Newport, Gwent**? He's sent in the codes for the Tricky, Taxing and Mayhem levels, so if your losing your lemmings at an alarming rate, look no further.

TRICKY

1: RCEJTHOD
2: YQBDGNBU
3: JTHPGFDY
4: RDHPGFEC
5: WMZSEJTG
6: MZTHPGGF
7: DZSEIRCE
8: IQBCFKVL
9: WMYRDGMY
10: RDGMZSFK
11: VLXODZTH
12: PFECXPFE
13: BUJTHOEC
14: XOECWNBU
15: JSFKVKUJ
16: THODZTGM
17: YQBCEIRD
18: HPFDZTHP
19: FEBVLWNB
20: UJTHPFEC
21: WNCWNBVL
22: WMYRCEJT
23: GNBUIQAA
24: ABDGMZTH
25: ODYRCEJS
26: FKUIQBDG
27: NBVLXPGG
28: FDYQBDGN
29: BVLWMZTG
30: NBUIRDHD

TAXING

1: ECWMZTGM
2: ZSFKUJSF
3: LXPGFDYR
4: CFKVKUJT
5: GMYRCFKU
6: JTHPFECX
7: PFDZSFLX
8: DECWMZTG
9: NBUJSFLW
10: MZSFLWMY
11: RCFKUJSE
12: IRCEJSEJ
13: SEJTHOEC
14: WMYQBDGM
15: YQAAAAAB
16: DHODYRDG
17: NCWNCWMY
18: QAABDHPG
19: GGGFDTQA
20: AABDGMYR
21: DHODYQAB
22: DHODYQBD
23: GNCXPGGG
24: GFDZTHPG
25: GFECWMYR
26: CEIQABDG
27: NCWMTRCE
28: IRDHODZS
29: EJTGMYQB
30: DHODZTHP

MAYHEM

1: GGFDYQBC
2: FLWNCXPG
3: FECWMYRD
4: HOEBVKUI
5: QBCEJSEI
6: RDHPGGFE
7: CXOEBVKU
8: IQABDHPF
9: DYRCEJTG
10: NCXDEBUJ
11: THOECXPF
12: DYRCEIRD
13: GNBUJTHO
14: DZSFLXPF
15: DZTHODZS
16: EJTHPFDZ
17: SFKVLWNC
18: XPFDYQBD
19: GNCWMZTH
20: ODYQBCFL
21: XOECWMYQ
22: BCFLXPGF
23: EBVKVLWM
24: YRDGNBVK
25: VKUJSFLX
26: PFDZTHPF
27: DZTHPGFD
28: YRCFKVLW
29: NCWNCWNC
30: WMZTHPFE

Phew! Thanks to Andrew for those codes. We were so impressed with them, we gave Andy the £50 voucher! It's that easy, so send all your tips to The Chamber and you too could be £50 richer!

STUCK IN A RUT

This month's **Stuck In A Rut** is bursting full of desperate pleas and intelligent replies, so if ya sent in either a problem or a solution, take a quick shufty and see if it's there. A big thank you to everyone who sent in solutions to other problems — *all* of them have been passed on or printed.

If you've got a problem and need it solving, or you know the answer to one of the questions, send it in to **STUCK IN A RUT, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. You'll be doing someone a big favour!

SONIC THE HEDGEHOG MS

Mark Cooke from **Worcester** wants to know where the last Chaos Emerald is. He can get all the others but just can't find the one in the Scrap Brain Zone.

Now I'm sure all you game-freaks out there know the answer, so send it in and cheer up poor old Mark!

SONIC 2 MS

'Are there any cheats for *Sonic 2*?' asked **David Duggan** from **Merseyside**. Well, just check out the tips special in this here Cheat Chamber! If you don't find what you're after, I'll banish myself to the Iron Maiden in the corner of the Chamber — and that's torture 'cos I can't stand heavy metal.

Staying with *Sonic 2*, **Robert Williams** made a plea for help in the last issue. Well, Rob, your cry has been answered, too.

PHANTASY STAR 2 MS

David Walther from **Cheam, Surrey** can't get into the town of Piata. He's parked his hover bike in the right place, and he's followed all the previous tips that he's been given, but he still can't get in... and he's desperate for a swift half!

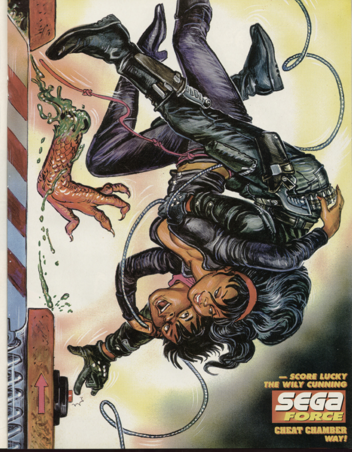
So if anyone is smart at *Star 2*, scribble down the solution to Dave's problem — or better still, pop in a complete solution and send it to The Cheat Chamber direct. You might win yourself £50.

BUBBLE BOBBLE MS

In answer to **Helen Smotten** and **Steve**, the code for level 190 is 3V1W7BVZ.

Thanks once again to **David Heron** for helping someone get out of a rut.

If any of you haven't received a reply to your cry for help, keep trying. We only send out replies when we have a tip at hand, so write in again and this time we might be able to get you out of your rut! Send all youre letters to the usual address.

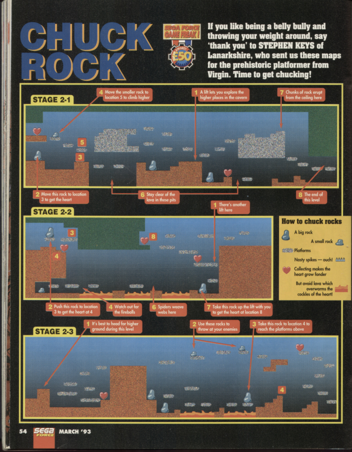


— SCORE LUCKY
THE WILY CUNNING
SEGA
FORCE
CHEAT CHAMBER
WAY!


SEGA
FORCE
MICK & MACK:
GLOBAL
GLADIATORS
Virgin
GAMES
GOO!




SEGA FORCE
GAME FREAK ALLEY SAYING: DUMB BRUTE FORCE NOT ALWAYS MAKE YOUR DAY —


CHUCK ROCK
SEGA FORCE GAME FREAK!
AWARD £50
If you like being a belly bully and throwing your weight around, say 'thank you' to STEPHEN KEYS of Lanarkshire, who sent us these maps for the prehistoric platformer from Virgin. Time to get chucking!
STAGE 2-1
4 Move the smaller rock to location 5 to climb higher
1 A lift lets you explore the higher places in the cavern
7 Chunks of rock erupt from the ceiling here
5
3
2 Move this rock to location 3 to get the heart
6 Stay clear of the lava in these pits
8 The end of this level
STAGE 2-2
1 There's another lift here
3
8
4
How to chuck rocks
A big rock
A small rock
Platforms
Nasty spikes — ouch!
Collecting makes the heart grow fonder
But avoid lava which overwarms the cockles of the heart!
2 Push this rock to location 3 to get the heart at 4
4 Watch out for the fireballs
6 Spiders weave webs here
7 Take this rock up the lift with you to get the heart at location 8
STAGE 2-3
1 It's best to head for higher ground during this level
2 Use these rocks to throw at your enemies
3 Take this rock to location 4 to reach the platforms above
4
54 SEGA FORCE MARCH '93


STAGE 3-1
1 When under water, keep an eye on the air-o-meter
2 Use the frog here to jump higher
5 To walk along the bottom of the water, take this rock with you
4 The water's infested, avoid or destroy enemies
3 Jump on the whale to cross
STAGE 3-2
5 Chuck rocks into the water to reduce the number of enemies
1 Use the whale to get across
2 Use the frog to jump higher
3 Beware of the jellyfish in the water
4 You need some air to get through this passage
STAGE 4-1
1 A friendly mammoth throws you into the air
3 The fish in ice cubes are still deadly
2 Move this rock to the right to go further
5 Stand on this rock and time your jumps so you can kill the guy who throws snowballs at location 6
STAGE 4-2
1 A mammoth flips you into the air to reach difficult bits
2 Another mammoth for the high bits!
3 And another mammoth...
4 And yet another...
6

STAGE 4-3

6 Watch out for falling icicles

1 Another mammoth

2 Here a mammoth sucks you into its trunk and blows you across to location 3

3

5 Snapping fish

6 More fish

7 End of level

4 Watch out for falling icicles

STAGE 5-1

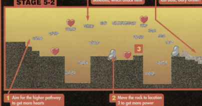
3 Use the rock to kill the bony enemies

4 When killed, some monsters release a devil to track you down

1 A fat creature sits here. Jump onto its stomach to reach the higher platforms

2 Another fat creature sits here. Stomach-jumping time again...

STAGE 5-2



How to beat the Bosses

Boss 1 — Triceratops: as it runs to the right, jump down, pick up the rock and throw it onto the creature's head from the highest platform. Repeat procedure till it dies. **Boss 2 — Sabre-tooth Tiger:** he's easy. Just wait till it runs toward you then jump up and kick it in the face. Keep repeating this. **Boss 3 — Walrus:** he's much harder. Swim over toward it and keep near the flippers. Then start kicking it as fast as you can. If you need air, surface. **Boss 4 — Mammoth:** stand in the middle and when it jumps at you, start wobbling your belly at its trunk. If you make contact, its eyes widen. After a few attacks, it dies. **Boss 5 — Gary Gritter:** very hard to kill. Wait on the top platform, and as he nears, jump into the air to make him snap at you. Then run, jump and kick him on the nose. Repeat this process about 50 times to kill him. That's it!

SHINOBI 2

John Logan from **Co. Coleraine, Ireland** has found out all the codes for the ninja combinations and crystal combinations, and now he's ready to spill the beans (the thumbscrew *always* works!). Apparently these are all the codes you need to complete the game.

Red and yellow ninjas	30323
Red, yellow and pink ninjas	CODE5
Red, yellow, pink and blue ninjas	549B9
All ninjas with blue crystals	54535
All ninjas with blue and green crystals	36E5E
Red, yellow, pink, blue and green ninjas with the corresponding crystals	3F3B6

Right then, gamefreaks, that's your lot for this month. Thanks to everyone who sent in their tips — we couldn't have done it without ya. Keep sending in all your cheats and tips (and a photo if possible) and help keep the Cheat

WONDERDOG MEGA-CD

For those spawny devils who've got a Mega-CD, here are the level codes for *Wonderdog*, one of the best titles around.

LEVEL	CODE
DOGSVILLE	MYSTIC
SCRAPYARD	ANKLES
LOONY MOON	LEDZEP
PLANET WEIRD	REEVES
PLANET FOSSIN	PIXIES
PLANET RAINU	WOOPIE

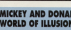
Thanks to our own **Matt 'Great Dane' Yeo** for these codes — you've done us proud, son.

GALAHAD



One quick little tip from regular tipster **Daniel Hitchcock**: the code for the last level on *Galahad* is LTUS.

MICKEY AND DONALD WORLD OF ILLUSION



Sega's fantastic one/two-player game gets the treatment from **Gerard Devlin of Prestwich, Manchester**. He's supplied us with the codes for some later levels in the game. Just go to the password screen and enter the combinations below, so you too can see the stunning graphics of these levels:

DONALD

Level 2	Pluto, Donald, Horace, Minnie
Level 3	Horace, Goofy, Daisy, Pluto
Level 4	Daisy, Donald, Goofy, Pluto

MICKEY

Level 3	Goofy, Pluto, Donald, Minnie
Level 4	Daisy, Donald, Pluto, Horace
Level 5	Donald, Horace, Goofy, Pluto

BOTH

Level 3	Donald, Minnie, Goofy, Daisy
Level 5	Horace, Donald, Pluto, Goofy

Chamber in its rightful position as the biggest and best tips section in Britain!

If you didn't see the address throughout the chamber here's a final reminder: send all your tips to *Paz* at **THE CHEAT CHAMBER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, and you might just get the fame and fortune that you've always wanted.



You've heard of bulk buying, now here's bulk tipping! Philip Gordon from Burnley, Lancs has sent in loads and loads of cheats and tips. Some of them we'd heard about but the ones below were new to us and should help you deadheads crack the MD games! Take it away, Phil!

TAZ-MANIA

You'll need two joypads for this cheat. Press [A] [B] [C] buttons and Start on joypad one and you should hear a ringing noise. Start the game and pause it. To become invincible press [B] then unpause. To skip a level, press [A], [B] and [C] at the same time.

KRUSTYS SUPER FUNHOUSE

Entering SMAILLIW will let you go through any door.

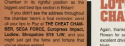
TEST DRIVE 2

Hold down [A], [B] and [C] at the same time when you're driving to bring up the options screen.

LOTUS TURBO CHALLENGE

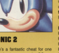
Again, thanks to the Yorkshire wizard Nicolas Rowan for sending us the passwords for this excellent driving game:

Night	Sleepers
Fog	Herbert
Snow	Business
Desert	Applpie
Interstate	Standish
Marsh	Mallow
Storm	Tea Cup (with the space)





Welcome to every handheld owner's bible — this is the section you can't miss if you own one of Sega's little portable babies. Check out aall the top tips and cheats that we've got for ya, then send in some of your own! The address is **GAME GEAR ALLEY, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**



SONIC 2

Here's a fantastic cheat for one of the best games on the GG.

On the title screen, after it says SEGA press and hold Left, Down, [1], [2], and Start. It should chime twice and freeze. If you then press Start you should be able to select your level, although there's a snag — you'll start with only three lives and no continues.

Thanks to **Ramon Harvey** from **London** for that natty cheat. We're still after a level select for this game's two big brothers, though, so if you know tell us.

SHINOBI

C. Butt from **Woking, Surrey** has sent some general tips to help our friendly ninja defeat the brown ninja. Follow his advice and you won't go far wrong.

On each of the first four levels there is a power-up that will increase your energy bar by two — get them all.

Open every box you can find. At worst it could be a bomb, but it might be something very useful.

If you are close to death use your magics to keep you alive, because if you die you will lose them anyway. But don't use green magic unless you have no other magic left, becuse green magic uses up all your others.

On the Neo-City the background colour often gives you a hint as to the colour ninja to use (when the background is green use a green ninja, and so on).

PUTT 'N' PUTTER

These codes for the later levels were sent in by **Ryan Allwood** of **Kirkby in Ashfield, Nottinghamshire**. All you Nick Faldos out there take note.

Beginner

Hole 3	SANAT
Hole 7	DKGKL
Hole 10	OATBK
Hole 13	BKMLD
Hole 16	LKPKO

Master

Hole 4	WBNAU
Hole 7	KBQAT
Hole 10	PLJKF

PRINCE OF PERSIA

Having trouble with your Prince? Can't get past those pesky palace guards? Well, fret your head no more, for **Justin Toal** of **Co. Antrim, Ireland** has provided us with all the level codes you'll ever need to complete the game!

Level 2	EIKGDP
Level 3	ILLKGE
Level 4	LMJMIK
Level 5	HGFIDN
Level 6	IFGIDO
Level 7	MIMLGC
Level 8	KELIDU
Level 9	NFOKFF
Level 10	LCJHCP
Level 11	OEMJEB
Level 12	PEJKEA
Level 13 (duel with Jaffar)	PDHJDV
Level 14 (rescuing the princess)	QDGJDV



Win! Win!

BEAM ME UP...

MEGA-EXCLUSIVE STAR TREK COMPO!

The Black Marshal's got news on all the latest Trek gadgets available in the States. Good news is, you can win the lot! Read on and find out if you've Klingons on your starboard bow!

You don't have to be in another century to 'get with it' — or to win some incredibly neat stuff. Look what's been uncovered!

Ten **Playmates** *Next Generation* action figures. They're faithful representations of characters from the show, already hard to find.

There are models of the Enterprise and Shuttle to grab, as well as a full-sized hand phaser with two action sounds *and* a light beam when you fire, plus a communicator that chirps when you press it.

How To Host A Mystery — Star Trek: The Next Generation is a special edition murder mystery game from **Decipher**. Playing the Captain, Dr Crusher, Data, Geordi, Worf, Dianna Troi or Guinan, you must figure out who's stolen the priceless Orb.

Enterprising prizes!

For a visual treat, check out **Imagine This** and their ***LaserSculpt 2000*** collectable series. They take actual footage from the first show, turn it into a print and fuse it with pinpoint accuracy to a high density acrylic board. Then it's sculpted clean with a CO2 infra red laser, resulting in a cool 3D effect.

Answer three tricky Trek questions and if *your* entry's pulled out of the Black Marshal's cookie jar, you grab some of these goodies:

First prize is a LaserSculpt 2000 Captain Kirk, a selection of action figures and a communicator. The second winner receives *How To Host A Mystery — Star Trek: The Next Generation Special Edition* and a hand phaser. The third and final card pulled doesn't do too bad — the prize is a LaserSculpt 2000 Enterprise.

Entries on a postcard or sealed-down envelope to : **STAR TREK COMPETITION, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW,** to arrive no later than **4 March 1993**. Good luck!

TREKKIE TRICKIES

1. Who was the villain in the second *Star Trek* film?
a. Khan
b. Kan
c. Khant

2. What's the name of the hand weapon used by the Enterprise crew?
a. Menacer
b. Phaser
c. Magnum .45

3. Who are Kirk and crew's main enemies?
a. The Hangups
b. The Dingbats
c. The Klingons

Promotional consideration of *Star Trek: The Next Generation* figures, communicator and hand phaser provided by **Playmates, Inc**, New York. European distributor for **Playmates** in the UK is **Bandai, Inc**.

Promotional consideration of *How To Host A Mystery — Star Trek: The Next Generation Special Edition* provided by **Decipher, Inc, PO Box 56, Norfolk Virginia, USA 23501-0056**.

Promotional consideration of LaserSculpt 2000 'Court Martial' and 'Enterprise' provided by **Imagine This, Inc, Unit 5, 86 Horseblock Road, Yaphank, New York, USA 11980**. US toll-free line 1-800-578-5333. [Interested parties can contact **Imagine This** directly to buy 'Court Martial' for $48.95 US and/or $38.95 US for the Enterprise (both include $8.95 shipping to UK). Money order only. Quantities are limited, 30 day money-back guarantee]

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How do you fancy getting your mitts on one of these amazing add-ons for less than you would pay in even the most loony shop? Yep! That's right! We've got some cracking extras for your Mega Drive, Master System or Game Gear and they can be yours if you subscribe to SEGA FORCE for 12 months! Not only will you get one of these truly awesome gadgets, you also receive SEGA FORCE before it's in the shops, you won't pay postage AND you won't get lumbered with any possible price rises! Are we good to you or what?!

For Mega Drive and Master System owners, we've got a smart new offer! The Turbo Touch 360 Joypad is a stunning piece of technology that features three multi-function turbo buttons and a touch-sensitive pad guaranteed to reduce 'numb thumb'! Normally on sale for £19.99 and £17.99 respectively, this brilliant joypad can be yours at a giveaway price with a 12-issue subscription! The Turbo Touch 360 Joypad is a must-have item for all Sega console owners!

Subscribe!

Wait a second all you Game Gear owners — we've also got a fantastic offer for you! The Beeshu MagniGear fits on to your handheld friend and increases its screen area! Forget squinting at tiny sprites, this handy device blows up the screen to nearly twice the usual size! Usually sold for £11.99, we're almost giving 'em away - all you have to do is fill in the form and wait for the postman!



SEGA FORCE

Right, that's it! I've been totally convinced by your superb subscription offer and I've decided my life just won't be complete without a regular dose of the world's greatest console mag: SEGA FORCE! So get me subscribed today and I'll wait patiently by the letterbox every month for my 12 issues of your ace mag!
(The hardware offers only apply to UK and Channel Island residents. Subscriptions outside Europe are posted via airmail and it costs us a bomb!.) Offer valid until 4 March.

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- *Mega Drive Turbo Touch 360 Joypad* ❐ 7210
- *Master System Turbo Touch 360 Joypad* ❐ 7211

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- £44.99 Outside Europe 12-month Subscription ❐ 7014
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Skipping through time and history like Bill and Ted, Time Gal spots two scruffy hitchhikers by the wayside. It's our Mat and Paul trying to thumb a lift!

The future's in danger! A renegade scientist from the year 5000 AD has stolen an experimental time machine and is using it to wreak havoc across the time lines.

Only one person can stop him: Time Gal! The time machine was created by her late father and she has to use her powers to get the device back.

Time Gal was born during one of her father's time experiments and has the ability to step into the time stream and travel to any period in history. She's volunteered to track the criminal madman and bring him to justice before he changes time itself!

This is the second Mega-CD game to be released by those clever chaps at Wolfteam and visually it's a stunner! As with *Thunderstorm FX, Time Gal's* an interactive cartoon.

Four globes around the edge of the screen indicate which direction to head in. When all four flash it's time to grab your gun and start blasting. You're sometimes given an options screen to play with. Unfortunately, they're in Japanese so it's a matter of trial and error to find out which is the correct one.

Make it to the end of a time period safely and Time Gal's instantly transported to the next stage. Random elements include the screen flipping over (so levels are hardly ever the same) and time periods appearing in a different order.

Step into time and prepare for the ride of your life!



From the past to the future and beyond! Time Gal uses her special powers to propel herself through the time stream in an effort to save her father's time machine. If she fails the whole of time is in danger! A criminal mastermind has nicked the time device for his own ends. Using all her skill and courage, only Time Gal can stop him!

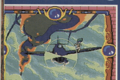


Above: *Biker Grove!* These nasty lads are out for a rumble and they've got Time Gal in their sights! In the future, our nimble heroine takes to a jet bike and tries to outrun a gang of thugs. Move fast to avoid these blokes or end up as mincemeat. Oh, and watch out for an oil tanker!



Above: 'Tanks' for all your help, guys! In the year 1991, Time Gal materialises in the middle of a battle-field. Armoured vehicles pass by and helicopters whizz overhead. The little Japanese minx has to avoid the army and make it over a nasty bridge. Tricky or what?!

TIME G



Above: 1941 and Time Gal appears in the middle of the attack on Pearl Harbour! What a daft old bat she is!



Paul admits... 'FANTASTIC GRAPHICS BUT LITTLE ELSE!'

Oh God, I knew it would happen, sooner or later, I just knew it would happen... The Japanese cast of *Tenko* have made a record! (Oh no!) Yes folks, I'm convinced the camp commander has raised the pitch of his voice and recorded the full-length song (complete with subtitles) that introduces *Time Gal*!

Fret not, for the song isn't that bad and accompanies some of the best animated graphics on the MD. In fact the whole game's one long adventure, packed to the brim with beautiful animation and crystal clear sound.

So it might come as a disappointment when I tell you gameplay itself is a fairly large raspberry! Yet again, a Mega-CD game looks full of eastern promise and ends up drenched in western water!

I'm not exaggerating about the graphics or the sound but I wish I could rave about the gameplay. *Time Gal*'s a let-down of the highest order.

All you have to do is watch the four circles at the sides of the screen. It's dead easy to understand but unbelievably frustrating to play because of the short amount of time you have to press the joypad before a buzzer sounds and you get squashed or drowned. After four or five goes on each level, you learn the move sequences and after half an hour's play you've virtually completed the game.

There is a *bit* more to it: when all circles flash, you have to press one of the buttons, which whips out a laser gun or brings up a menu with three actions. You have seven seconds to choose the right action or Time Gal's splatted!

You have a choice. Buy *Time Gal* and show off to those smug SNES owners who reckon Mode 7's the be-all and end-all in console graphics (it ain't!) or save your pennies and buy a game with decent playability. The choice, as they say, is yours.

PAUL 59%



Above: 'I be not afraid of you, Blind Pew!' On her travels, Time Gal encounters various weird people and creatures she must defeat. On the high seas she runs into this nasty piece of work who tries to turn her into shish kebab!

Above: There's no time to stop and make trunk calls, Time Gal! You need lightning reflexes to survive the terrors of the past such as this woolly mammoth.

Below: Stop hanging around! There's a master criminal to be caught in Wolfteam's latest CD adventure! Make one wrong move and this is what could happen to you!

The quality of graphics coming off CD gives Japanese game designers plenty of opportunity to show off, as this large blow-up of Time Gal herself proves. With its strong black line and fresh colours, it's typical of Japanese anime (animated cartoon films — see our special feature on page 84), the latest video rage in Britain, and the inspiration for most Japanese RPGs and their packaging.

Above: There's boulders galore in the future! Some kind of environmental disaster happened and Time Gal materialised straight in the middle of it all! Dodge falling rocks, collapsing bridges and electricity pylons. Make it through and warp on a stage.

Left: She sure is a looker, that Time Gal! Unfortunately, she sometimes lacks the brains she was born with and often lands herself in it up to her neck! Yep, if there's trouble to be found, you can bet that Time Gall isn't far behind! Cor! Bless her!



Mat says... *'SUPERB ACTION'*

Mega-CD games get better all the time! Wolfteam are one of the top games developers and as there are few CD games at the moment, *Time Gal*'s easily one of the best I've seen this past month.

The storyline's fairly original but gameplay requires patience as sometimes control response is slow. You see one of Time Gal's hilarious 'death' sequences more often than not!

Keep your eyes on the four globes and press the appropriate directions. The problem is you spend all your time watching the edge of the screen while the superb action flashes by! Your mates are gasping in awe at the stunning graphics but you're unaware of anything but those flickin' globes!

The best way to get through *Time Gal*'s to try and memorise (or write down) the directions on each level. Most of the time periods are short so don't panic!

The graphics are sometimes jerky but have a great 'Manga' feel to them. There's some great CD music (hum along to the catchy title screen tune!) and speech is perfect, of course.

Mega-CD games are getting better and you can be sure Wolfteam will produce nifty titles like *Time Gal* for years to come!

MAT 80%

Right: Yee-ha! Ride those waves, pardner! After taking a tumble from a Japanese fighter in World War II, Time Gal takes a swim in the Pacific ocean. Underwater she encounters a submarine that launches torpedos at her. Not very friendly at all! Luckily, Time Gal's quite gymnastic and uses her reflexes to jump onto one of the missiles and take it for a spin. Better hold on tight!

Above: There he is, folks! The criminal mastermind who's stolen the experimental time machine. He's using the device to cause havoc across time and space. There's only one way to stop him. But can Time Gal do it?

Left: Dotted around the screen are four globes. These light up to show which direction to press the joypad. When they all light up, Time Gal has to use her laser gun or select one of three options. Select the wrong one and it's curtains! The small Time Gal face changes to show how well you're doing.

Left: It's behind you! You better get those water wings strapped on if you hope to get out of this alive. If Time Gal makes the wrong choice, a number of grisly fates await her! Get through a stage in one piece and your reward is a massive bonus and a warp to take Time Gal to the next level.

SF Rating

79% PRESENTATION
● Superb cartoon opening sequence with t'rrific music. Difficulty settings and continues

82% VISUALS
● Large, colourful graphics with a cutesy Japanese feel

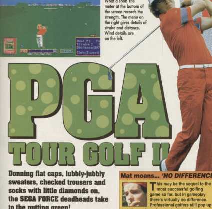
78% SONICS
● CD-quality stereo music and speech, fair FX

65% PLAYABILITY
● Controls are unresponsive. You have to be quick to perform an action

69% LASTABILITY
● Takes a while to get through. Once completed, there's no appeal

72% FORCE
● A great CD game that sometimes proves a bit too frustrating!

- PRODUCER: WOLFTEAM
- M-CD: IMPORT
- PLAYERS: 1
- PRICE: £40



What a shot! The meter at the bottom of the screen records the strength. The menu on the right gives details of stroke and distance. Wind details are on the left.

Reviewed!

PGA TOUR GOLF II

Donning flat caps, lubbly-jubbly sweaters, checked trousers and socks with little diamonds on, the SEGA FORCE deadheads take to the putting green!

US Gold's *World Class Leaderboard* should be with us any day now but *PGA Tour Golf II* could reach the first hole before the Brummie Boys' sim. *PGA II*'s the MD's fourth golf game.

It's pretty much the same as *PGA Tour Golf*. There's a meter system to show strength of shot, a club selection menu, and pros talking you through each hole and offering tips before play. But don't stop reading — there *are* additional features!

For a start, there are three extra course. Play the TPC ranges at Eagle Tree, Scottsdale, Southwind, Swagrass and Avenel, or PGA courses at West Stadium and Sterling Shores. Up to four players can compete with 60 real PGA Tour pros in six tournaments.

EA have included statistics such as driving distance, par breakers and scoring average, so you can check your state of play at any time during a tournament.

The biggest addition is the 'skins' game, where each hole has a purse and the object is to win the most dosh possible in a one-on-one match.



Mat moans... *'NO DIFFERENCE'*

This may be the sequel to the most successful golfing game so far, but in gameplay there's virtually no difference. Professional golfers still pop up to talk you through a particularly tricky course, and the onscreen displays are the same.

Still, some of the new touches should keep even the biggest Nick Faldo fans happy — the three extra courses add a bit of variety, and the 'skins' option lets you play for big money.

Graphically, I was a bit disappointed. As far as I could see, EA haven't changed any of the visuals, though to be fair the originals weren't that bad. The main improvement is ball control, making the game less frustrating to play. Better than *World Class Leaderboard* but not brilliant.

MAT 70%

The graphics have been tweaked to include course vegetation, waste bunkers and a jazzed-up leaderboard. There are four animated golfers, and improved ball physics. The preview section shows aerial views of each area of the fairway before play — get the pros to talk you through 'em so you know the pitfalls before you embarrass yourself!

Ade mutters... *'IT'S NO GREAT SHAKES"*

Electronic Arts have gone a bit doolally-tap — every sports game they've released recently has been a sequel. These sporting follow-ups are starting to grate on my nerves! And *PGA II* ain't that much different from the original game, no matter how much hype EA churn out. There's supposed to be a sprinkling of new graphics, but I can't say I noticed.

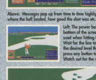
The only new feature appears to be in ball movement, which is more realistic. Ball control's improved slightly, too. As well as the power meter, the new draw-and-fade facility allows precise control over spin. You can turn the ball in mid-air.

Sound and speech are good, but there ain't much of it. Still, if the choice is between *World Class Leaderboard* and *PGA II*, my money's on this.

ADE 66%



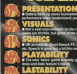
Above: Messages pop up from time to time highlighting where the ball landed, how good the shot was etc.



Left: The power bar at the bottom of the screen's used when hitting the ball. Wait for the line to reach the desired level then press any button to swing. Watch out for the wind!



Above: One of the aerial views. The pros churn out handy hints as you check the fairway.



SF Rating

67% PRESENTATION
- Battery back-up saves tournaments; money and performance stats; leaderboard; putting green

65% VISUALS
- Not a vast improvement on the original. Aerial views are terrible, but good shots of the pros

61% SONICS
- OK as a whole. Good thwack FX, crowd noises etc. Speech is good but a bit thin on the ground

66% PLAYABILITY
- The new 'skins' game is pretty good, and the draw-and-fade feature's handy

70% LASTABILITY
- Well, it's golf! If you're a fan, you'll play for ages. As ball control's easier you won't get infuriated



68% FORCE
- Not a bad golf game, but not much improvement on the original *PGA* game.

- PRODUCER: ELECTRONIC ARTS
- MD: OUT
- PLAYERS: 1-2
- PRICE: £39.99





Forget the Test Series — and the TV series! The latest American sports sim lets you tackle the WORLD Series! Trouble is, you're coached by a Junior!

CAL RIPKEN JR BASEB

Interested in baseball? Fancy a game that's as close to the real thing as it can be? Fancy Cal Ripken coaching you?

If the answer to any of the above is 'yes', read on…

Cal Ripken Jr Baseball promises to be the most realistic sim to date. Every aspect of America's greatest game has been crammed into the cart so true enthusiasts receive all the thrills and spills of the sport.

It offers three different types of game: Exhibition, League and Home Run Derby. You can view all the teams and player stats and vary the difficulty level.

An Exhibition game sets any two of the 18 teams (16 regular league, two all-star) against each other. The League option puts your chosen team at the start of a 20-week season and Home Run Derby challenges you to whack as many balls out of the stadium as possible!

A whole host of options are available to both the fielding and batting sides. The pitcher has total control over the speed, height and swerve of his deliveries. A skilful pitcher uses these to outwit the opposition's batters.

The batter has just as many devious tricks to help run and steal himself to victory. Position him anywhere in the box to attain the best angle to whack crap out of the ball! You can bunt if you need to steal a base.

While in the box, it's possible to control fellow teammates on bases. The can steal the next base as soon as the pitcher's winding up.

Slip on yer fat leather catching mitt, stroll to the pitchin' mound and play ball!

Left: Strike three, you're out! A swift eye and quick reflexes are the order of the day in *Cal Ripken Jr Baseball*. This fast action sports simulation gives all the thrills and spills of major league baseball. Pick from one of 18 real teams on offer and challenge the best in the business. Batter up!

Once the ball's been struck, the screen pans out to show the baseball diamond. Players can run from one base to another and, if they're real tricky, sneak home.

Mat hums… *'COULD BE BETTER'*

Cal *who*? Never heard of him! What's that, Paul? Oh, apparently he's some kind of bigshot sports star in America. Well he may be a sporting legend in his own lunchtime but he's sure got a daft name!

As baseball games go, this isn't too bad. For a start, the 18 teams available have various skill levels, so you can pick a good team if you're not too hot to start off with.

The leagues are based on existing US teams so if you're a baseball fan you'll recognise your favourite players. Practicing your batting and pitching in the Home Run Derby's handy 'cos it lets you become a real speed demon on the field!

Character animation's decent enough but it's hardly eye-popping stuff. The controls are fairly responsive and players do what they're supposed to.

One thing worth mentioning is the speech. What little there is of it's crystal clear. If the programmers had spent more time on graphics and gameplay, they could've had a hit on their hands. But for my money, I recommend *RBI Baseball 4*, it's heaps better.

MAT 66%

BATTER UP STRIKE THREE!

OPTION SCREEN: From here you choose from three different games — League, Exhibition and Home Run Derby — or view team rosters.

LINE-UP: This shows the players in your team and their various attributes. These even show you if a player is right- or left-handed!

PITCHERS: Your team has a certain number of ace pitchers. Their stats show how fast they pitch the ball and their pitching average.

BENCH: Here's where you find substitute players. When team members become tired, call a time out and replace them with another.



Paul whines... *'LACKS POLISH!'*

Mr Ripken doesn't cut much ice with us Deadheads but he's put his name to a fairly decent sports sim. *Cal Ripken Jr Baseball* is very involved and presents a welcome challenge to anyone who likes involved sports games.

But it has one major fault: the presentation's awful. The graphics are very drab and uninteresting and game options are limited (they don't even tell you there's a two-player mode!).

The pitch is just a big slab of green paint. No effort's been made to make it look like grass or astro turf so the fielders seem to be running on green paper. Yeuch!

The sound's not too bad, although the short stadium tunes get on your wick after a while. The speech, however, is excellent, and makes *Ripken Baseball* a bit more friendly.

The gameplay's standard baseball with a few more frills but not that many new thrills. Owners of *RBI Baseball* can sit smugly knowing they have a better game. It may be less involved but its more presentable and playable.

So there we have it. The most comprehensive baseball sim to date's let down by naff graphics and poor presentation. It's good but lacks polish. **PAUL 68%**

Above: The onscreen display shows various things at the same time. The top two boxes show second and third bases. When your players are on these bases, they can sneak forward. The bottom two boxes show player stats.

Above: Players can choose from 18 teams currently playing. The National American League's split up into two divisions, the East and West. There are eight teams in each league and two special teams have been added for fun. The All-Stars are made up of Cal Ripken clones!

Left: The Home Run Derby gives players the chance to test out their batting and pitching skills. Once the ball's been thrown or hit, the computer tells you how good the shot was. The box in the top left shows how fast the ball was travelling.

SF Rating

55% PRESENTATION
● Limited options and poor visual presentation make it unfriendly

65% VISUALS
● Naff, flat graphics, apart from title screens and animated sequences

70% SONICS
● Above-par FX and music. Fantastic speech but there's not enough of it

75% PLAYABILITY
● Moves and controls have translated well to the joypad, although it's still slightly confusing

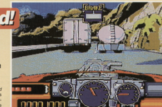
77% LASTABILITY
● Master the controls and you'll play this for quite a while. The two-player option adds extra life

67% FORCE
● Above average gameplay let down by below average presentation

● PRODUCER: MINDSCAPE
● MD: OUT
● PLAYERS: 1-2
● PRICE: £34.99



Marshal calls it Road Avenger — we just call it blinkin' fast! As the Mega-CD gets more and more support, the Deadheads test drive Wolfteam's latest offering.



Road Blasters FX takes you to the limit with the latest in ultra-fast CD gameplay! You're a hero with a mission. Your wife was killed by a gang of street thugs and you've sworn revenge on her killers — at any cost!

ROAD BLASTE

The next generation of CD games has arrived. *Road Blasters FX* is a prime example of the CD drive's superior processing power. When it comes to nail-biting, cliffhanging action, this little beauty's King of the Road!

Road Blasters is very similar to *Thunderstorm FX* (Issue 11), both in looks and gameplay, but Wolfteam have upgraded the animation and produced a new breed of interactive cartoon.

The plot tells the sorry tale of a young man out for a leisurely drive with his beautiful wife. He's attacked by a band of thugs and his car's forced off the road. His wife dies (sniff!).

As he lies motionless in the remains of the car, he swears to avenge her death. He's a man with a mission and you're gonna help him!

The car's been rebuilt and heavily armoured. You ain't got a flashy weapon, your only form of offence is the one-ton murder machine you're driving! Strap yourself down and prepare for the ride of your life!

You steer your way out of trouble by reacting to the direction arrows which flash onscreen just before trouble hits ya! If you're too late, you meet some form of violent end. If you react in time, you continue driving until you reach the next problem.

You also have turbo and brake buttons. Just as often, these are the controls you have to pump if trouble's heading your way.

Road Blasters FX boasts nine levels and 30 minutes of cartoon-quality animation and CD sound. You're gonna battle through city, sewer, forest and fields and the only things that are gonna save ya are your wits and your lucky rabbit's foot!

Pack a spare pair of boxer shorts and ride by the seat of ya pants! Yeeeee-haaa!

The screenshots below show off the superb opening sequence, featuring stunning cinematic graphics!

Paul says... 'BREAKS THE MOULD!'

Mat and his Metro have nothing on this bloke and *his* car! The turbo-charged Japanese speed freak is the coolest thing on four wheels — though he usually drives along on two!

Indeed, the first thing you notice about *Road Blasters FX* is the speed at which it runs. The movement and animation coupled with speed make this the most visually stunning Mega-CD game to date.

The intro brings a tear to your eye as you watch the drama unfold. You see the hero and his wife career down a cliff face. Through the smoke and fire, the man emerges to find his wife's severed finger, complete with wedding ring (hope he kept the receipt!). It's enough to make you weep, it really is.

Into the game, you'd better make sure your reflexes are razor-sharp 'cos any mistakes are punished by an animated sequence showing how you and your machine met God and Toyota respectively!

The graphics and sound are the best I've ever seen on the Mega-CD. If you thought previous games were good looking, this one's a stunner!

The problem with previous Wolfteam games was they played like a wet sponge. Thankfully, *Road Blasters FX* breaks the mould. It combines good presentation with good gameplay, rare for the recent brand of CD games.

This game's a must for Mega-CD owners. If you fancy a game which shows off the machine's capabilities while remaining playable, look no further. As a recent TV commercial said, it's all you'll ever need. **PAUL 82%**



Above: The action in this hot CD game starts the moment you switch your machine on! From the dizzy heights of a mountain, through busy city streets and inside the sewers. Put the pedal to the metal and let 'er rip!

Left: Time to use those brakes, buster! Dangers in the canyon include falling rocks, construction vehicles and collapsing floors. Reach the end and perform a stomach-churning chasm leap!

The computer shows which direction to press the joypad. On Easy level it's tough enough but on Hard there's no advice or help at all! What a nightmare!

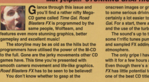
Left: All's quiet down on the farm... not! The action takes you through a thick cornfield then smack-bang into a chicken shack! Dodge the farm animals and mad workers to reach the end. This time, you've got the added distraction of two pitchforks in the bonnet! Not very good for the paintwork! Make it to the end of this section and gain a massive points bonus. You're also rewarded with a stunning end-of-level sequence where the bad guys blow up!

Above: Put it away! They might look daft but these guys are deadly killers. Swerve to knock 'em off the car.

Above: The city's no place to drive a high-powered sports car! People scatter as you drive through the park. There are other drivers out to cause tons of grief.



Above: Yee-ha! I thought this was a car, not a plane?! Sunbathers gasp in amazement as you fly overhead, closely followed by the street gangs. Avoid hitting the people and get off the beach in one piece.



Mat yelps... *'STUNNING GRAPHICS!'*

Glance through this issue and you'll find a rather nifty Mega-CD game called *Time Gal*. *Road Blasters FX* is programmed by the same people, Wolfteam, and features even more stunning graphics, better gameplay and excellent music!

The storyline may be as old as the hills but the programmers have utilised the power of the M-CD to the full. Gone are the jerky movements other CD games have. This time you're presented with smooth camera movement and life-like graphics. *Road Blasters FX* has to be seen to be believed!

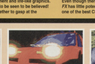
You don't know whether to gasp at the onscreen images or grab the joypad and get down to some serious driving! *Road Blasters FX* is certainly a lot easier to get to grips with than *Time Gal*. For a start, there are only two direction moves and the use of the turbo and brake is child's play.

The sound's up to the usual CD standard with some t'rrific tunes pumping out of your speakers and sampled FX adding to the already electric atmosphere.

The only gripe I have is it's far too short. Stick with it for a few hours and the game's completed. Even though there's a Hard setting, *Road Blaster FX* has little potential to be a long-lasting hit. Still one of the best CD titles, though! ***MAT 81%***







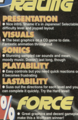


Above: Reach the end of the level and watch the destruction you've caused.









SF Rating

80% PRESENTATION
● Nice intro. Shame it's in Japanese! Selectable difficulty level and joypad layout

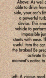
90% VISUALS
● The best graphics on a CD game to date. Fantastic animation throughout

85% SONICS
● Stunning sampled car sounds and mean, moody music. Doesn't last long, though

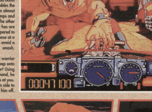
80% PLAYABILITY
● Easy controls but you need quick reactions or it becomes frustrating

78% LASTABILITY
● Suss out the directions for each level and you can complete it quickly. Try the Hard level!

81% FORCE
● Great graphics and decent gameplay make this a Wolfteam winner!



Above: As well as being able to drive from side to side, your car's fitted with a powerful turbo-boost device. This enables the vehicle to perform almost impossible jumps and stunts with ease. The other useful item the car has are the brakes! Be prepared to activate these at a moment's notice to avoid a smash.



Left: A vicious road warrior makes a manic leap onto the bonnet of the car! Using the spanner in his hand, he takes a few swipes at you. Move the car from side to side to throw him off.



● PRODUCER: WOLFTEAM
● M-CD: IMPORT
● PLAYERS: 1
● PRICE: £40.00








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MEGA CD Reviewed!

'I feel the need, the need for speed!' drawled Mat. We humoured him. 'Er, yeah, okay mate, have a play of this...'



Left: The F-14 Tomcat's a highly versatile combat aircraft that needs the best pilots in the world to fly it! Armed to the teeth with heat-seeking missiles and Vulcan cannons, this deadly machine is capable of striking deep into enemy territory. Also built in is an advanced targeting computer which automatically locks onto an enemy craft.

Take to the skies in one of the world's most powerful fighter aircraft! *AfterBurner III* straps you into the seat of an F-14 Tomcat and sends you screaming into the wild blue yonder!

The original game was an arcade classic. Set in a hydraulic cockpit, the player moved around as the action flashed by. No moving seat this time, just tons of ultra-fast flying and loads of shooting!

The basic scenario is this: An enemy force has occupied a peaceful middle eastern country. Their superior firepower have overwhelmed their small army and the country's fallen into the hands of a madman.

Your mission is to fly solo into enemy territory and take out selected targets in order to free the land. Your aircraft's a state-of-the-art combat jet bristling with the ultimate in firepower.

The plane's armed with Vulcan cannons and heat-seeking missiles. The on-board computer automatically locks onto targets when they're near. Press fire and they're history!

Most of the action's viewed through the cockpit but when an enemy plane or missile's on your tail, the F-14's viewed from behind, just like the original game. Swift moves and fast reflexes get you through the game but even on Easy level, the challenge is very high.

Prepare for all-out aerial action in *After Burner III*. It's too hot to handle!



Above: Two of the great animated pics from the intro sequence. These show your aircraft in full flight. The take off section's smart. Pity the game's fairly average, though.



Above: The F-14 withstands a hell of a pounding but try to avoid being hit. When missiles are launched in your direction, stick on the afterburner to dodge 'em.

Above: Make it past the first wave of fighters and swoop down low to take out land-based targets. Gain extra points for destroying communication towers.

Mat hums ... *'A FLYING FRENZY'*

The original *AfterBurner* has become such an arcade classic, the machine can even be spotted in *Terminator 2*! It was one of the first that enabled the player to sit inside the coin-op cabinet and move with the game.Even though gameplay was a bit naff, the graphics were superb and made it worthwhile.

I had high hopes for the Mega-CD version. After all, with massive memory capabilities and great sound, how could it be anything less than amazing?

So what's it actually like? For a start, the action isn't viewed from outside the plane. Instead, the programmers have opted for a flight simulation-type game, while keeping elements of the original. This is a bit confusing when the view pulls back through the plane!

The graphics themselves are nothing to shout about. You don't see the enemy targets close up so you spend most of the game 'admiring' dull backgrounds. The time changes from day to night and you tackle a strafing run but that's about it.

The CD soundtrack saves the game, though, with the most amazing music I've heard and sampled speech.

If you're expecting a stunning game, be warned: the original beats it hands down and MD *AfterBurner II*s miles better.The Mega-CD's capabilities aren't used well here.

MAT 60%



Left: Move the joypad to send your aircraft in the direction you wish to go. Controls can be reversed so pressing Up causes the aircraft to dive. Moving Left and Right banks the plane from side to side but movement is slow unless assisted by an afterburner blast.





Above: Yikes! Things are starting to hot up now, folks! Those critters are getting away! Give 'em some grief, there may be a medal up for grabs!



Above: Keep your eye on the control panel. It shows your speed, altitude, flight angle and battle damage.

Warren shrugs... *'TOO SAMEY'*

I've seen the *AfterBurner* coin-ops converted to plenty of machines in my time, from the most humble 8-bit to the best 16-bit computers. Now it reaches a new peak in technology, appearing for one of those fancy CD-ROM units. And it's *still* a disappointment!

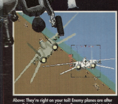
With the amount of graphics a CD can store and the speed a Mega-CD can chuck 'em around, something approaching the arcade original could've been achieved. But no, it's the familiar story of a field of meatballs streaming toward you, changing colour occasionally to simulate (they wish!) different types of scenery at different times of day.

Happily, it's not all bad. Although enemy craft are a touch lacking in detail, they move smoothly and realistically. Together with the meatball fields, they create a passable sensation of movement and combat flight. Simple controls mean you're soon merrily blasting away.

Presentation's swish, full of pin-sharp pics and handy options, but nothing more than you'd expect from a CD game. The soundtrack's a varied selection of top quality muzak and authentic whooshes, booms and radio chatter.

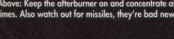
When it comes down to the nitty-gritty, *AfterBurner*'s gameplay is just too basic and samey to hold your interest for more than a few hours, Hard mode or no. It's fine slamming a few 10 pees into the coin-op, but 40 quid to take a mediocre version home? No thanks.

WARREN 63%



Above: They're right on your tail! Enemy planes are after you all the time. You need fast reflexes to avoid being hit. Move from side to side as much as you can and check your control panel for signs of approaching craft.





Above: Keep the afterburner on and concentrate at all times. Also watch out for missiles, they're bad news!

SF Rating

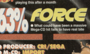
73% PRESENTATION
● Nice opening sequence. Options let you change controls, difficulty and test sound FX

66% VISUALS
● Hardly arcade quality but decent enough. Fast aircraft movement

79% SONICS
● Some of the best CD music yet. Sampled speech is good, too

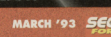
68% PLAYABILITY
● Controls are easy to get to grips with and can be changed. Sometimes too jerky

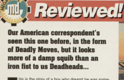
58% LASTABILITY
● Fun for a few hours but don't expect to be playing this after a month



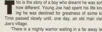
63% FORCE
● What could have been a massive Mega-CD hit fails to have real bite

- PRODUCER: CRI/SEGA
- M-CD: IMPORT
- PLAYERS: 1
- PRICE: £40





Our American correspondent's seen this one before, in the form of Deadly Moves, but it looks more of a damp squib than an iron fist to us Deadheads...

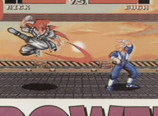


This is the story of a boy who dreamt he was somehow different. Young Joe had spent his life knowing he was destined for greatness of some kind. Time passed slowly until, one day, an old man visited Joe's village.

'There is a mighty warrior waiting in a far away land. A legend tells that he will be beaten in combat by a young fighter. That is your destiny!' Joe never saw the old man again but he knew what to do. From that day forth, he spent every waking hour training himself for the task ahead. As he honed his skills, news came to his village of a grand fighting tournament. This was his chance! Joe must take on the world's best before he comes face to face with the toughest challenge!

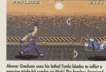
Comparisons with *Street Fighter II* are inevitable with almost every fighting game these days but *Power Athlete* appears to be an intentional copy! Take Joe through eight stages to reach the almost unbeatable last boss. In two-player mode, grab a friend and get down to some serious grappling.

Eight difficulty settings mean there's lastability from this cart but the lack of any decent moves means you soon find a massive yawn creeping up on you! Extra continues and a password system are handy for the beginner but seasoned fighters will find the lack of challenge damn annoying!



Select the two-player option and give each other a battering! Once all the hidden moves have been discovered, each fighter can hone their skills to perfection. The two players on the left are about to get to grips with each other! Buoh uses flying kicks while Nick prepares himself for battle. Pulling back when an opponent attacks, blocks the blow. Get in close and use throws to drain loads of energy.

Most the players are evenly matched. Defensive moves cause less energy to be lost and give you a chance to move in closer to an opponent and dish out the pain!



Above: Gaoluon uses his lethal Tonfa blades to inflict a massive triple-hit combo on Nick! The fearless Spaniard may be down but he's not out. A few quick spinning kicks should send the troublesome Chinese foe on his way. Remember to keep an eye on the energy bars above.

Mat gripes... 'NAFF GAMEPLAY'

Be warned! This game's a serious *Street Fighter II* rip-off! Does any of this sound familiar: eight opponents to tackle from around the world, each with their own special moves, a man-monster, gymnastic female, Russian warrior and Spanish matador? Yep, welcome to the world of *Street Figh... er... Power Athlete*!

Sega owners have been moaning about the lack of decent fighting games on the MD for ages and it's no wonder with titles like this around. For a start, the cart's only 8 Meg. This means each character only has a few moves, and in one-player mode, the only fighter to control is Joe.

As you might expect with a three-button joypad, moves are strictly limited. One special attack, a few punches and kicks and that's about it! Complete the game quickly on Level 1 and there's no reason to try it again on a higher setting. Dullsville!

Continues and passwords also make *Power Athlete* far too easy, as does the ability to tackle the same easy opponent over and over again to increase your fighter's strength and speed.

Give it a glance then file under 'Naff'. Wait for *Street Fighter II* to appear.

MAT 50%

In one-player mode, take control of Joe and do battle with eight of the toughest warriors in the world. In two-player mode, you and a friend pick different fighters and slug it out to see who's best! Each warrior has special attacks that must be mastered in order to beat opponents to a pulp! Practice is the key to becoming a Power Athlete – only the best win!

JOE

Joe's the hero of the game. He comes from America and has a powerful flying attack and energy bolt. His high stamina and strength are useful.

REAYON

From Thailand comes the only female competitor, Reayon. Her gymnastic abilites are handy and she also has the fastest moves. Use her kicks to full effect.

WARREN

No, it's not our Sub Editor! This Hawaiian native uses his natural survival skills such as spinning kicks and shoulder charges to knock his opponents senseless.

BARAKI

A half human monster from the jungles of Kenya. Baraki can generate fireballs and also roll himself into a ball with which to sap his enemies' strength.

Paul sighs... 'DOESN'T CLICK IN THE RIGHT PLACES!'

Another day, another dollar, and another Mega Drive beat-'em-up. Us Deadheads have a hard time scouring the land to bring the latest news on the hottest games for your Sega system, so we were a bit chuffed when this cart was tied to a brick and thrown through the office window. We'd heard a few rumours about *Power Athlete* and wondered if they were true.

Judgement day's here and the verdict is all the hype was a bit over the top. *Power Athlete*'s neither stunning or stinking: it's yet another average game which breaks no boundaries in graphics, sound or playability but remains reasonably playable after a fair time.

Presentation's good, with selectable continues, eight difficulty levels and a two-player option. Graphics are crisp and well defined, though typically metallic (well, it is a Japanese game, innit?!). The sound's a bit poor, mainly limited to scrunched-up paper noises.

Power Athlete doesn't click in the right places. There are plenty of characters and moves but the action fails to inject enough excitement to make it a winner. Although there's a fair challenge (some of your opponents are right hardknocks!),

Power Athlete won't be played for any extended period of time. One you'll come back to more for the two-player option than computer opponents.

PAUL 62%



Above: This is the arena where Joe faces the might of Ranker. If the evil fighting master can be defeated, Joe becomes the new Power Athlete champion!

Above: Baraki unleashes a devestating fireball attack on Reayon. Better duck, luv!

Above: Ranker uses his flaming fist to batter Joe senseless. Keep your distance then use your flying attack. Ranker can inflict massive amounts of damage in seconds so wait for him to show off first then show him who's boss.

SF Rating

71% PRESENTATION
- Options include control set-up, two-player option, continues and password system

75% VISUALS
- Large, smart graphics with smooth movement make the game bearable

59% SONICS
- Fairly drab sound FX. Hardly bone-crunching but decent enough

70% PLAYABILITY
- Characters respond well and special moves are easy to perform

55% LASTABILITY
- The lack of challenge means that once completed, you won't want to come back for more

57% FORCE
- A disappointing fighting game that tries to compete with the best

- PRODUCER: KANEKO
- MD: IMPORT
- PLAYERS: 1-2
- PRICE: £39.99

BUOH
Japan's fiercest warrior has a unique spiritual background. This enables Buoh to teleport at will. He can also use his hair as a living weapon. Deadly!

GAOLUON
Gaoluon's China's savage warrior. Using his horrific bladed tonfas, he cuts a quick path through those he meets. Also has useful lightning kicks.

NICK
From Spain comes the world's greatest matador. Nick's bored with bullfighting and now streetfights. Using kicks and his blades, all fall before him.

VAGNAD
Vagnad hails from Siberia. His job as a miner has given him great strength and size. He uses a spinning fist attack and also gets to grips with wrestling.

RANKER
The final challenge! Little is known of Ranker's origin but he's the last foe that Joe must fight. Beware of his power fist and flame attacks. He's tough!



A masterpiece of 3D art! This is an entire epoch, gods' bases on three sides and a battle in the valley. *Charge!*

Global domination is the name of the game as all manner of gods battle among the stars! Are they Virgin on the ridiculous or being Sensible? The Deadheads check out the mania.

Ever wondered how God came to own the Earth? He didn't just happen upon one day while strolling around the universe, oh no, he had to fight for it tooth and nail. It's a good job he won, judging by the motley crew of prospective gods fighting it out in the latest round of *Mega-lo-Mania*.

Sensible Software and Virgin have teamed up to bring a new god sim for the MD. Some 16-bit computer owners might remember this from the old keyboard days but it's been revamped and updated for console 'n' joypad. Interested? Read on!

The contest takes place over nine epochs (levels). Each epoch's set in a different time era and consists of three island worlds. To progress to the next, every world in the current epoch must be conquered by your god.

To defeat a god, build up your army to a higher level than your enemy's. Weapons must be created to allow your armies to grow in strength and invade neighbouring territories; the more land you capture, the less is available to enemies.

To invent weapons, allocate a number of people to design it. The more technically advanced the weapon, the longer it's gonna take your bods to design. Once designed, most weapons are ready for instant use, but be warned — more advanced weaponry needs to be built in a factory! If that's the case, you've gotta build a factory to begin production.

Every time you design a weapon, you get nearer to the next Tech level. Reach another level and your intelligence increases, allowing better weapons to be built. With careful planning, you can fight rock-throwing cavemen with bows and arrows!

When your army's tooled up, it's time look for a fight. To start a scrap, all you have to do is direct your men to surrounding occupied territory. A fight automatically occurs and depending upon relevant Tech levels, weaponry and sheer numbers, a victor emerges.

The winning army automatically starts building a castle. You can stop them doing this and send them home or onto another sector for another battle.

If you don't fancy scrapping and need to buy a little time to prepare your forces, ask for a truce with one of the other gods (provided you're fighting against more than one rival). They accept or laugh in your face — don't automatically expect them to be your buddies.

Keep scrapping and building and guard your castle well. You can invent weapons to put in the ramparts of your castles and shields to repair damaged buildings, but supplies are finite so choose carefully which items you produce.

Fight through time to prove your right to control a universe, use spears, catapults, planes and missiles to help you become the Number One omnipotent being this side of the cosmos! To quote an Erasure song, it's packed with 'heavenly action'! SF

Above: There's a hole in my kingdom, but don't worry, the police are looking into it! The deep pits are crude mines which produce minerals necessary to weapon production. Bigger and better mines can be built later.

Paul yells... *'TOTALLY UNBELIEVABLE AND TOTALLY PLAYABLE'*

If there was one game to make you doubt Darwin's theory of evolution, this isn't it! *Mega-lo-Mania*'s totally unbelievable and totally playable! It's the funniest, most playable strategy game to appear on the MD and perfectly executed in every department.

The speech is amazing. Everything you do (is driven by you?! —Sub Ed) has a piece of speech to accompany it. When you pause the game, a sexy voice tells you you're being put on hold! (She can hold me *any* time!)

Mega-lo-Mania looks really complicated, but after reading the instructions and having a few trial runs, you realise it's a cinch to play. In no time at all you'll be inventing weapons and clubbing cavemen to your heart's content!

But don't get too cocky. From the third Epoch onward, things get really difficult and it's usually you on the receiving end of some advanced technology!

Mega-lo-Mania is what *Powermonger* should've been. It's fast, funny and uncomplicated, while giving the player a real tough time as they battle to become the top god!

What more can I say? Virgin have scored a hat trick this issue! Let's hope they come up with more of the same. **PAUL 91%**

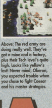




Left: Your buildings are under attack from Oberon's yellow army. They've already wiped out the guards in your turrets and are starting on the castle's defences. Grit your teeth and hold out!

Right: You've got spaceships and he's got bi-planes. Take any bets on the result?! Superior technology wins against less intelligent armies every time, so concentrate on upping the all-important Tech level.





Above: The red army are doing really well. They've got a mine and a factory, plus their Tech level's quite high. Looks like yellow's lost! Never mind, Oberon, you expected trouble when you chose to fight Caesar and his master strategies.

A-LO-MANIA



Above: When you advance through the Tech levels, your ability to invent and build increases. The demi-god above has got a well-built castle and mine so he can produce stronger, more advanced weapons for his army.

OH GOD!



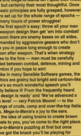
CAESAR: The Godfather of the Trapezium Mafia and leader of the green people. Vindictive and unpredictable, that's Caesar.

MADCAP: True blue, this geezer. He calls himself the Andromedan of the Mercenary Supreme, and with a name like Madcap, we won't argue!

OBERON: Being named after a Shakespearian character didn't have much of an effect on the King of the Algol — he's still mean and selfish.

SCARLET: Red and ready is this girl's motto! She controls the Pleides and is always on the look-out foor a good scrap, especially with a chap!

Warren squeals... *'A JOY!'*



I expected a frowny, miserable picture of me to accompany this comment — not because *Mega-lo-Mania*'s bad but because I couldn't understand what the flickin' hell was going on! Paul's excited instructions are no substitute for the real thing!

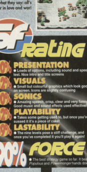
You lucky people'll get the finished, packaged version and puzzle over the gameplay far less. I've followed Sensible Software's programming progress over the years and *Mega-lo-Mania* isn't quite their finest hour but certainly their most thoughtful. Once the basic principles are fully grasped, however, you're set up for the whole range of epochs — and many hours of power struggles!

The first epoch's easy: throw all your men into weapon design then get 'em into combat! But soon there are enemy bases on all sides, commanded by aggressive geezers who don't leave you in peace long enough to create weapon after weapon. That's when strategy comes to the fore — men must be carefully divided between combat, defence, mining and invention if you hope to win!

Like in many Sensible Software games, the graphics are grainy but bright and cartoon-like. There's so much wonderful speech you'll hardly believe it! From the frequently heard 'The design is ready' and 'We've advanced a Tech level' — *very* Patrick Moore! — to the rantings of crude, camp and over-the-top Italian gods, *Mega-lo-Mania*'s a joy to the ears.

If the idea of using brains to create brawn appeals to you, you've come to the right place. *Mega-lo-Mania*'s puzzling at first but once you've got the knack you'll be playing for weeks! **WARREN 89%**

Right: Bi-planes and bombs against cavemen? Very fair... not! But you know what they say: all's fair in love and war!



SF Rating

90% PRESENTATION
● Loads of options, including sound and speech test. Nice intro and title screens

82% VISUALS
● Small but colourful graphics which look good on screen. Icons are slightly confusing

90% SONICS
● Amazing speech, crisp, clear and very funny! Good music and sound effects used effectively

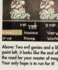
82% PLAYABILITY
● Takes some getting used to, but once you've sussed it it's a piece of cake!

89% LASTABILITY
● The nine levels pose a stiff challenge, and once you've completed it you'll play it again!

90% FORCE
● The best strategy game so far. It beats *Populous* and *Powermonger* hands down!

● PRODUCER: VIRGIN
● MD: MARCH
● PLAYERS: 1
● PRICE: £39.99





Above: Two evil genies and a life point left, it looks like the end of the road for your master of magic. Your only hope is to run for it!

Left: The evil Ahriman is out for revenge on the people of Shanadar and it's up to you as the Prince to stop him. Reckon you can? Watch for him when the mirror appears. The graphics are great!

DEFENDERS

A two-man ridge tent, 30 inflatable bedouins and 20 lame camels! Us Deadheads know how to prepare for a spot of oasis defending, all right!

Where do Arabs put all their money? In sandbanks! Nothing like a good joke, eh? (And that was *nothing* like a good joke —Dep Ed.)

Defenders Of Oasis is the latest RPG game to appear on the GG and promises to be the most involved and enjoyable romp to date. The plot's fairly complex. Apparently there was this bloke, Ahriman, whose torch batteries ran out. Rather than replacing them and returning to the light, he joined the lads over on the dark side!

He thought himself invincible until a new hero emerged from the mists of time. Jamseed stripped Ahriman of his powers and banished him to a cell. But Ahriman sent his servant, Zahhark, to attack the kingdom of Shanadar. Jamseed was killed and once again the continent was plunged into darkness.

A thousand years later, another hero reclaimed Shanadar and restored peace. But strange rumblings have been heard around the eastern continent and trouble's brewing. Can you, as the Prince, sort it out?

Defenders Of Oasis plays a lot like *Shining In The Darkness*; the combat and movement systems are virtually identical. You start your quest as a lone warrior but recruit a Genie, sailor and thief along the way!

Each character has his own traits. The Genie, for instance, is the only character who can cast spells, so treat him with respect! Loads of weapons and items can be bought and sold so you can customise your adventuring party.

You need to be a keen adventurer with loads of spare time and brain cells 'cos *Defenders Of Oasis* is huge. Switch on your handheld and immerse yourself in a game full of Turkish Delight.

Above: You're on the throne on the first level and the Princess is missing! Better go and find her, I suppose!

Above left: The Snake King Zahharak in all his glory. Above right: The guardians of the tower block your way.

When you find the magic mirror, you can read all the notice boards that are found around the worlds. Some hold spells while others give vital information.

Paul raves... *'THE BEST!'*

Christmas is over and you're back at school (boo!). So what do you do when your stuck in a chemistry lesson and the teacher's waffling on about molecular mass and the density of soil?

If you're a swot, you'll dig out your book of molecular theory and calculate the mass to velocity ratios of a few sub-atomic particals. But if you're a smart Sega freak, you'll have a Game Gear stuffed in your school bag.

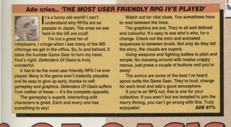
And if you're even smarter, you'll have *Defenders Of Oasis* stuck in the back 'cos this is without doubt *THE* best RPG game on *any* Sega machine!

Defenders is fantastic from start to finish, both graphically and sonically. The ending's fantastic and well worth all the battles you need to reach it.

I know what you're thinking — it's too easy if I've finished it already. Well, I've been playing it for two weeks solid and have only just completed it. Food, drink and sleep have all been forsaken so the quest could go uninterrupted.

Defenders wraps itself around you so you feel you're in the middle of all the action. Hard to imagine, I know, but that little screen becomes far more absorbing than most Md games on a telly. The wealth of weapons, armour, objects and characters mixed with a highly original and entertaining plot means boredom never sets in and addiction level remains high.

Defenders Of Oasis is full of eastern promise and has a lot to offer anyone who enjoys a challenge. This is one game you simply can't afford to miss! **PAUL 93%**



Ade cries.. 'THE MOST USER FRIENDLY RPG IV'E PLAYED'

It's a funny old world! I can't understand why RPGs are so popular in Japan. The ones we see here in the UK are crud!

I'm not a great fan of roleplayers. I cringe when I see many of the MD offerings we get in the office. So, lo and behold, it takes the humble Game Gear to turn my head. Paul's right: *Defenders Of Oasis* is truly wonderful.

It *has* to be the most user-friendly RPG I've ever played. Many in the genre aren't instantly playable and its easy to give up early, thanks to naff gameplay and graphics. *Defenders Of Oasis* suffers from neither of these — it's the complete opposite.

The gameplay's superb. Interacting with characters is great. Each and every one has something to say!

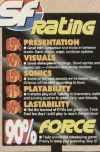
Watch out for vital clues. You sometimes have to read between the lines.

The graphics are ace. They're all well defined and colourful. It's easy to see who's who, for a change. Check out the intro and animated sequences in between levels. Not only do they tell the story, the visuals are superb.

Using weapons and fighting battles is plain and simple. No messing around with loadsa crappy menus, just press a couple of buttons and you're away!

The sonics are some of the best I've heard spout outta the Game Gear. They're loud, change for each level and add a good atmosphere.

If you're an RPG nut, this is one for your collection. If you aren't but are tempted to join the merry throng, you can't go wrong with this. Truly enjoyable! ***ADE 87%***



● PRODUCER: SEGA
● GG: OUT
● PLAYERS: 1
● PRICE: £27.99



FROM ONE DEFENDER TO ANOTHER...

If you get hold of this mega RPG (a wise choice!), help's already at hand! Tipsmaster PAUL WOODING has hints and advice to set you on the right track.

Fighting Tips

When you first start scrapping, don't be afraid to run away; it's often better to chicken out and survive rather than go for glory and die.

All the enemies who attack the castle at the start are easily killed, but they gradually wear your energy down so make sure you keep visiting resistance headquarters for rest and buy loads of herbs boost your energy.

Always use the Prince to attack, never let the others do the leg work. Use Saleem's Dance of Death to knock damage off *all* enemies. Agmar's best tactic is to hide then assault the enemy from behind (a-hem!). If successful, a lot of damage is caused (I'll bet! —Sub Ed).

The Genie can cause major damage to weaker enemies using fists alone. Against stronger opponents it's best to let him block attacks and use his spells to help keep other characters going while fighting.

Weapons

There are loads of weapons to buy and find. Some are naff, others really powerful. Each character has got their specific weapon and below are what I reckon are the best for each bloke.

PRINCE: **Kwarnaf**
SALEEM: **Chakram**
AGMAR: **Kris**

Spells

Only the Genie can cast spells so make sure you keep him out of harm's way. Most of his spells are useful, though some of his attack spells aren't worth wasting your MPs on. Below are some of his more useful spells and their effects.

Alama: increases chosen character's health by 20
Meialma: increases the party's health
Kshasla: removes objects which block the party's path
Skanda: casts an escape spell to allow the party to flee battle
Halwtart: removes the Genie from battle to increase magic points
Raag: transports the party to a chosen destination

General Tips

Talk to everyone. Mostly they just make small talk but some people have valuable information to give.

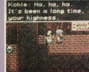
Don't take anything for granted. People aren't what they seem and walls aren't always impassable. Try every nook and cranny before you leave a level.

The holy herb's well worth stocking up on since it restores a hundred health points.

The pillow is a head garment which restores a character's health points to full — by sending them to sleep in the middle of a battle! GULP!

The posionar is about as much use as an ashtray on a motorbike!

And finally, one slight cheat. If you're getting panned in the middle of a fight, turn the GG off then back on and continue your game. When you restart, you're in the position you were before the fight. Since most fights are random, you can avoid the previous scrap!



Above: You've been captured and dumped in the dungeon! The lad on the left is Agmar. If you prove to him you're a hard knock, he'll join your gang. The bloke coming through the door is General Khole, who has orders to finnish you off! So if you read that spell on the wall to recover the party's energy, you're ready for one of the toughest battles in the whole game! Survive and you're on your way to victory!

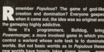


Weapons! Carnage! Servants! Sheep!! Yep, this has got more than enough to keep the SF Deadheads happy for a few hours!



Left: In *Powermonger*, the geography of the land can help or hinder your plans for global domination. Villages situated in hilly areas can be crept upon and taken by surprise, whereas villages in wide open spaces can see you coming a mile off! Don't expect a surprise attack.

POWER



Remember *Populous*? The game of god-like creation and domination? Everyone gasped when it came out, the idea was so original and the gameplay highly addictive.

Now it's programmers, Bulldog, bring *Powermonger*, a more involved game in which you control a warlord whose sole task is to dominate worlds. But not basic worlds as in *Populous* these new worlds have forests, lakes, rivers, towns... even sheep!

People have personalties and are loyal to different lords. It's your job to become their master, and if they don't want to be your servants — kill 'em!

The first thing you notice about *Powermonger* is the amount of options. The main screen area's an isometric 3D view of the world and the sides are taken up by various icons.

Your first task is to decide what sort of game you want. Conquest begins your total domination trail but you can create your own world and play against the Mega Drive! (Smart, eh?)

The main thing to realise is that everything that 'lives' acts the same as in real life, eg, if you don't eat, you die! Careful planning's needed if you're going to succeed.

The first few worlds are easy — all you have to do is attack two small villages, kill or recruit the people and you've won. Get past Level 3, however, and it's a whole new kettle of fish.

The villages are now towns and its occupants have invented weapons which do serious damage to your army if you attack unprepared. This is where strategy comes in.

The first things to do are increase the size of your army, by capturing villages and recruiting men, and accumulate food for your army and villages.

To stock up on food, kill sheep (but don't kill 'em all or else!) or allow some men back into villages to work on farms. This way you can always pop back to one of your neighbouring villages for a bite to eat!

When your food level's high, start inventing weapons to attack neighbouring towns with. Pikes, bows and boats are the easiest things to make but later on you can build catapults and cannons.

All your actions depend on your aggression — the more aggressive you are, the greater the implications of your actions. There are three states to select, passive, neutral and aggressive.

When in a passive state, your soldiers fight to stun, when aggressive they fight to kill. The same applies to recruitment: if you're on passive, you only recruit a handful of village men, switch to aggressive and there won't be a virile man left this side of Ludlow!

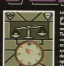
When you take control of three or four villages, the chances are you've stepped on the toes of a rival Powermonger. If you wipe out all their they join you side and can be controlled independently from your army.

They use the full range of icons so with careful planning you can have two or more full-strength armies rampaging across the countryside!

Powermonger's huge. There's so much detail you need a book to tell you how to play — the manual's the biggest we've seen for an MD game (makes for good bedtime reading!).

With all this detail and user involvement, you'd expect *Powermonger* to be fairly difficult to get to grips with. All option and actions need to be understood so be prepared for plenty of practice before you get into the action.

It needs to played to be appreciated — and you'll appreciate playing it!



Left: The scales opposite give a rough idea who has the controlling majority in each world. The compass denotes the view from which the action's controlled. The screen can be rotated 360 degrees to provide the optimum viewing angle! Mode 7... not!

Ade sighs... 'BORING!'

I could see the appeal of *Populous* to strategy fans. It was classy, good looking and thoroughly involved. As far as I was concerned, however, playing it was a different affair.

I mean, boring or what?! I'm a brainy lad, but the icons and controls even foxed *me* (bragging again, eh?! —Ed). The same goes for *Powermonger*. Basically, it's *Populous* with a few bells and whistles.

Powermonger has extra icons, better graphics and presentation. However, it didn't hold my attention for long. Even with Paul shouting out what buttons to press, exactly who to fight, who to recruit etc etc, I got totally confused and frustrated. After a couple of hours, my brain ached and I couldn't stop yawning!

The whole caboodle's far too repetitive. Every island looked the same to me! The overall task was far too daunting, even with a password system.

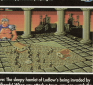
Every piece of island has its own code, so individual stages of each conquest can be accessed in the blink of an eye. But later levels are hardly inspiring so that falls a bit flat. I found it weird that such a big and beefy war hero was trotting around fiddling with sheep and doing an Old MacDonald routine!

To sum up, the attention to detail's something to commend but doesn't make up for the lack of gameplay and repetitiveness of it all.

ADE 61%



Above: Isn't that nice, a group of lads singing round a fire! Actually, you're camped on the side of a hill with what's left of your army. The bloke on the right of your illustrious self is a general you've conquered in battle.



Above: The sleepy hamlet of Ludlow's being invaded by deadheads! When you attack a town, you can watch the action unfold if you zoom in fully on the battle. You can even see the angels of the dead floating up to heaven!

Above: The angel Gabriel and a few of his mates are heading skywards after a particuarly bloody fight.

Each town has a series of small huts. If your town has a workshop, you can invent items for your troops.

POWERMONGER

Passive: the mildest state	Query: examine items on map
Neutral: medium aggression	De-rank: sends some men home
Aggressive: bloody violent!	Send a Captain to spy
Go home: return to the tower	Make an alliance
Transfer men between armies	Recruit men from villages
Get food from villages	Equip your invention.
Drop food where you stand	Drop your invention
Gather food for your forces	Trade with another army
Invent weapon or item	Attack anything living!
Send Captain to point on map	Call up options menu



Left: When you start a world you find yourself camped outside your home tower. When things get rough and you need to retreat, this is the place to head for. The first thing to do when you start a world is capture a small village and recruit all the men. Once done, you can go on to tackle bigger, more powerful enemies.

Left: When you zoom in fully, you can see your little workers beavering away in the workshop. The goods that are produced depends on your aggressive state.

Left: Your army's heading toward its next target. The landscape's barren and desolate so expect the village to rely on fishing rather then mining.



SF Rating

74% PRESENTATION
● Random land. Save and continue options, nice static shots from time to time

80% VISUALS
● Fairly atmospheric shots. Good screen layout, worlds look a little samey. Scrolling's nice

74% SONICS
● Birds fluttering, leaves rustling, sheep bleating! A wee bit of speech and a few moody tunes

65% PLAYABILITY
● On home computers, it was easy with a mouse. Not suited to joypad. Fairly samey gameplay

70% LASTABILITY
● Over a thousand levels but it's easy to give up on. Gets boring

70% FORCE
● Not a bad strategy game, better than *Populous* but too samey

- PRODUCER: ELECTRONIC ARTS
- MD: MARCH
- PLAYERS: 1
- PRICE: £39.99

Paul consoles... *'FULL MARKS FOR EFFORT'*

Powermonger was and still is a classic 16-bit computer game. The Amiga and Atari ST's keyboard and mouse control were ideally suited to its design. Unfortunately, using an MD and joypad it's a chore.

For example, the most common action is scrolling the map. On the MD, you have to de-select your current option, choose the map option, scroll the map, de-select *that*, *then* go back to what you were doing! Boring or what?! This alone makes *Powermonger* a major turn-off.

Graphically it's good — the worlds are nicely animated and the map scrolls well — but the options at the side of the screen are cluttered and hard to identify.

However, the sonics are amazing. There are loads of sampled animal and battle noises. If you hear a flock of birds fly from a wood, someone's disturbed them so be prepared for a scrap!

It's such a shame the MD hasn't got a keyboard or even a small keypad. If it did, games such as *Powermonger* and *LHX* would be so much more enjoyable. Full marks to EA for presentation and effort, but they just fail in the playability department.

PAUL 72%

All's not well in Gadget Land. The King's had his prized possession nabbed. What could it be? His Moulinex food processor? His two-speed hammer drill? Read on to discover all and help the SEGA FORCE Deadheads fathom out their enormous gadgets!

Left: Bop and Bump aren't called the Gadget Twins for nothing! Although they only start off with spring gloves, the dynamic duo can buy better weapons later on. You need coins to buy weapons and these are found when a bad guy's destroyed. The bigger a nasty, the bigger the coin! Pick up as much money as possible to buy gadgets.

GADGET TWINS

When you trot downstairs to chew on your first spoonful of muesli, you don't expect your most prized piece of jewellery to have taken on the power of invisibility. Well, actually, King Gadget's had his famed gem nicked and it ain't gonna be an easy task getting it back!

His kingdom's a bizarre place for sure, filled with buzzing, diving, popping and attacking Gizmo Gadgets. Only one of these blighters could've half-inched the dazzler: Thump, the main Gadget baddy.

The King summons the Gadget Twins, Bop and Bump, to recover the gem. This is where you come in. Play alone as Bop (he's the red one!) or plug in another pad and your mate plays Bump (the blue one!).

Arcade action's the name of the game as the screen scrolls sometimes vertically, sometimes horizontally, while the Gadget Twins take on the rogue Gadgets. Gangs of giddy Gizmos pop out of clouds, lurk in ocean depths and hide behind just about every static object, so beware!

Level 1's set in Gadget Bay (sounds like a new Australian soap opera! —Dep Ed). There's a crazy mix of sky, mountain and underwater battles. Crabs, swordfish, jellyfish, jets of water et al *must* be negotiated to complete this maze-like section.

Your weapons are pretty puny at first. A small boxing glove's all you start with. However, you can thump the enemy from four different directions. Press [B] to change your attack method, either up, down, left or right. Useful if you wanna approach a baddy from below or creep up from behind!

Fret not if your boxing technique ain't up to scratch. En route are shops which sell better weapons. You gotta have money, of course! Each time you kill a nasty bast, a coin's left behind. Small coins add five points to your purse, the big coins 20.





Above: Cor, look at the size of those gnashers! Thump tries to sink his teeth into our heroes. This is just one of the strange machines that Bop and Bump encounter.

Hammers, Snappers, Hover Mines and Spinners are some of the weird and wonderful weapons up for grabs. Check out our weapons box to discover what each does.

Is your energy getting a little low? Read on! Each twin starts with five energy stars and three lives. As Bop and Bump are hit, the stars disappear. However, crack open a few pirate chests and barrels and there's extra life

Left: Bop and Bump find themselves strangely drawn to the shark ships. The magnet has to be avoided at all costs. Guide the wacky pair beneath the powerful rays to reach the other side safely. Floating on clouds are chests that contain useful items. Mostly they hold coins but sometimes there's a special item to be had. Pick the extras up quickly before they vanish. Bad guys on this level include such nasties as floating fish, barrage balloons and creatures that stick to surfaces.

Mat cries... *'WACKY FUN!'*

They're mad, they're wacky, they're the Gadget Twins! When they're around, you can bet trouble isn't far behind!

I have to admit, this is one strange game! It's not a shoot-'em-up, it's not a platform game... just what the hell is it?!

The first thing you notice is how bright it all is. Both Bop and Bump appear in glorious Technicolor and even though the backgrounds are often just basic colours, the whole game has a wonderful cartoony feel.

The real fun comes when Bop and Bump get their hands (?) on bigger and better gadgets. It's a real hoot watching bad guys being splatted with oversized mallets, suckers and boxing gloves!

One of the few complaints I have is there's no difficulty setting. Even in two-player mode, *Gadget Twins* is well tricky and requires nifty flying to get through even the first few levels.

The lack of continues is also frustrating, 'cos when you lose your lives you go right back to the start of the level. This gets annoying after a while and spoils what's basically a good game. ***MAT 79%***

ONCE UPON A TIME...

This is the story of Bop and Bump, the heroic Gadget Twins. The King's gem has been stolen by the evil Thump and only the titanic twosome can get it back!





Left: Fishy fun below the waves! All of the Gizmos are dangerous so whack 'em quickly. There are often chests hidden behind clumps of seaweed; find 'em fast for bonus items. The gameplay's better in two-player mode — enemies are dispatched without either player losing much energy. Split the coins between the pair of you.

COLLECT 'EM ALL

CHESTS: These are littered around every level and contain the items below. Hit the boxes so that they reveal their contents.

COINS: To buy more gadgets, the twins must collect loads of coins. The more coins they have the better weapons they can purchase.

ENERGY: Getting hit by a bad guy drains a lot of energy. These handy little icons restore your star energy level back up to full.

TWINS: There are two types of twin to collect. One kind gives you an extra life and the other provides you with a baby twin to protect you.

SHIELD: Collect this and your Gadget Twin's protected by a power bubble. The shield only lasts a short time so use it sparingly.

SPEED ARROWS: Pick up the arrows to increase or decrease speed. Your Gadget Twin can have up to five speed stars at once.

SHOPS: These are found in each level. Enter and use your money to buy extra weapons. Later levels have even better devices.

Above: Burst those bubbles, buddy! Destroy the balloons to blow up this strange machine.

Ade beams... 'NOTHING'S DRAB IN THIS GAME!'

If you've played *Super Fantasy Zone* you'll notice the odd similarity with *Gadget Twins*. Cute and colourful graphics, bad guys turning into coins, weapon shops etc. You want cute? You got it! The visuals are, dare I say it, squidgy-looking! Bop and Bump are well drawn. Like all the sprites, there's plenty of colour to 'em and they're nicely animated. From the huge Zeppelins to the teensy-weensy crabs and sea horses, nothing's drab in *this* game!

The weapons you grab, such as the Hammer and the Spinner, are great fun, although using them takes a bit of getting used to. First you decide upon your weapon then the direction of your attack. It's easy to press [B] at the wrong moment and find yourself thrusting your boxing glove from behind when the bad guy's actually face to face with you!

You've plenty of power-ups to search out, hidden sections and bonus rooms to find, so you're kept busy at all times. Two-player mode's great fun. If you're having trouble defeating Thump in one of his end-of-level contraptions, I'd advise grabbing a friend to lend a hand (or gadget!).

Sonics are good and suit the game to a 'tee'. Plenty of cartoony themes, cutesy tracks and above-average spot FX.

Gadget Twins looks good, plays well and the two-player action breathes new life into a fairly tired genre. ***ADE 80%***

Above: 'Water' mess this pair are in! Bop and Bump not only have to take to the skies, they also have to search the depths of the ocean. Bad guys such as crabs, squid and killer fish are all out to stop them here. Remember to search every single section of a level for treasure chests containing bonus items to collect.

Thump secretly enters the palace.

Thump steals the Magic Gem.

With the Gem he quickly leaves.



GREAT GIZMOS

BOXING GLOVE: These devices pack a powerful punch. They're useful for hitting long-distance targets.

HAMMER: One of the best gadgets to have. Very fast and very powerful. Get yourself fitted with one!

POWER BUBBLE: You can't actually buy this device. Find the shield in a chest to gain maximum protection.

SNAPPER: A good weapon to have for getting hard-to-reach bad guys. Once grabbed, the nasties soon give up coins.

SPINNER: As with the snapper, this gadget thwacks the bad guys other gadgets cannot reach!

SPRING GLOVES: This is the weapon Bop and Bump start off with. They're weak but keep you alive!

YO-YO: These items just get stranger! Fix the yo-yo to one of the Twins and sock the nasties from a distance.

force, 1-Ups, speed-ups, shields and bombs to utilise. Luverly!

What about the other levels? There are six manic stages in all. Visit Level 2 and you feel the brunt of a Zeppelin attack! Bulbous blimps, mutant balloons, wind, rain and lightning bolts race at ya thick 'n' fast.

Level 3's The Lost City. Slash shrimps, spiny blowfish and hordes of hungry sharks in this sunken domain. Another ocean voyage in Level 4. Dodge submarines, underwater currents, squirming worms and sea horses with a sting in their tail.

You'll need your mittens for Level 5, The Crystal Lake — it's freezing! Snowmen lob their snowballs (watch it! —Dep Ed) while penguins, snowbirds and squirter fish join the attack.

Last, but by no means least, enter Thump's World — a toyland filled with terrors! Here you fight the hardest of enemies and face Thump himself in the final battle for the King's Gem.

Not that you won't see Thump before this encounter. He appears at the end of every level in some new-fangled machine or other. You need all the gadgets you can muster to blow away these huge contraptions.

With warp modes, hidden crags and crevices and more bad guys than you can point a springy thing at, you've got to keep your wits about you if you wanna retrieve that gem and win royal favour. No sweat, brotherly love always wins hands down!

FORCE CONTROL

- [+] Use the direction pad to guide Bop and Bump around the levels. The perky pair float anyway but don't leave 'em hanging around for too long.
- [A] Button [A]'s used to activate the Twins' special weapons. Keep it pressed for continual hits. Keep your distance when hitting bad guys.
- [B] This selects one of the special weapons. When pressed, an arrow appears showing you the direction the weapon will fire.
- [C] When you're near a shop, hold down [C] to enter it. When you've finished in a shop, go to the exit option and press [C] again to leave.

There's loads of wacky fun and non-stop action in this latest offering from the folks at Gametek. It's crazy!

Left: Banzai! The floating shark ships drop tons of heat-seeking missiles at Bop and Bump. The bombs aren't very smart, though. Wait for them to be launched at you and simply dodge 'em when they're near. The balloons floating on the far right contain extra coins to be collected. They're also found floating around the shop entrance.

Above: Thump tests out his latest gadget! Dodge the Snapper and punch his head.

SF Rating

70% PRESENTATION
- Nice intro sequence tells story. Not many options, two-player action, continues

84% VISUALS
- Cute, cartoony graphics. Cracking sprites, well drawn and colourful. Good scrolling

81% SONICS
- Jaunty theme tunes add sense of occasion. Mean 'n' moody when Thump appears! Good FX

83% PLAYABILITY
- Two-player action's where this excels. Using weapons takes a bit of getting used to

74% LASTABILITY
- If you're after a longish game, try one-player mode — it's harder. Most levels are pretty tough

80% FORCE
- Great looking and instantly playable. For fans of beat-'em/collect-'em games

- PRODUCER: IMAGITEC/GAMETEK
- MD: MARCH
- PLAYERS: 1-2
- PRICE: £39.99

The King enters the room.

The King sends for Bop and Bump.

Bop and Bump quickly follow Thump.



MARKET FORCE

It's freebie time, folks! Got a gizmo, gadget or doobrie you wanna sell? Wanna swap your Action Man for a Mega-CD? Need publicity for your Users Club? Looking for a 1979 Blue Peter annual? Need a Pen Pal in a hurry? Advertise here! Your bits and bobs don't have to be Sega-related. If you've a Vic 20 you wanna get rid of, plonk it in our classifieds. The good news is, these ads are absolutely FREE! And if you're not successful first time around, let us know and we'll repeat the text in the following issue!

FOR SALE

- Mega Drive, Arcade Power Stick and six games, £160. Tel: (0277) 223066 after 6pm, ask for Al.
- Master System with two joypads, Light Phaser plus 11 games (including four top titles — Sonic, Mickey Mouse, Olympic Gold and Super Kick Off). Worth over £300 but will sell for £180 ono. Tel: (0423) 887756.
- Master System II, mint condition, five top games, AC Adaptor, two joypads, a thousand cheats, Golden Axe, Sonic, Altered Beast, Enduro Racer, Alex Kidd, £120 ono. Phone (0702) 351627.
- Sega Master System, joystick, Light Phaser, control pads, five games. Immaculate condition, no box, £50. Phone (0993) 891315.
- Fantastic deal! Sega Master System, six games, Donald Duck, Mickey Mouse, California Games etc. All for just £65. Phone (0371) 872718.
- Mega Drive and Master System games from £10 to £25 each. Phone Michael on (0908) 318701 after 4pm.

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SECTION HEADS: FOR SALE ☐ SWAP ☐ USER GROUPS ☐ PEN PALS ☐ WANTED ☐

NAME...

ADDRESS...

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....POSTCODE.............................

Classifieds!

- Mega Drive games for sale, Mickey Mouse and Magical Hat, £20 ono. Good condition, will consider swapping. Call Fran on (081) 341 4047.
- Sega Master System with 11 games including Psycho Fox, Mickey Mouse and Paperboy. Rapid Fire, two control pads, £150, very good condition. All games boxed and with instructions. Phone (0303) 813934.
- UK Mega Drive includes EA Hockey, Road Rash, Super Monaco and 17 brilliant games for £120, only 4 months old. Contact David on (021) 353 4048 now! Unbeatable offer.
- Mega Drive games for sale. Japanese Castle Of Illusion £20, Strider £22, Alien Storm £25, English Streets Of Rage £25, Game Boy, Game Golf £15, will swap. £100 the lot. Phone (0738) 29242.
- SEX! Thought that'd get your attention! Don't forget, SEGA FORCE classifieds are absolutely free of charge. Your items don't have to be Sega-related. Just fill in the form and send it to our classifieds department. Please allow between four and six weeks for your ad to appear. Now, read on!
- Radio-controlled car, Kyosho Laser ZX-sport, fast charger, two battery packs. Futaba radio handset, paints and spares, all instructions and manuals. Boxed as new, only used a few times, worth £250, will sell for £175 ono, mint condition. Tel (0703) 260939 evenings please.
- For sale! Eight Mega Drive games and Jap converter. Games include ToeJam, Strider and Batman. Worth £280, will sell for £150 or swop for SNES and Street Fighter II (traitor! —Ade). Tel: (0442) 213653 after 4pm.
- Mega Drive and Nintendo boxed. Three MD games, one MD joypad, two NES joypads. Sell for £280 or swop for Amiga. Telephone Luke on (0256) 397857.
- Mega Drive for sale! Nine games, including Robocod, Ice Hockey, two joypads, adaptor. Worth £500, sell for £350 ono. Tel (0582) 477738.

WANTED

- I will pay between £10 and £18 for UK Mega Drive games, boxed with full instructions. Or, if you prefer, I may be willing to do swaps. Send details to: Simon, 2a Cherry Tree Avenue, Dover, Kent CT16 2NL.
- Wanted: Vanessa Paradis in a Ra-Ra skirt! All offers considered. If you ain't got the real thing, a blow-up version'll do! Contact the SEGA FORCE editorial department — now!
- Wanted: Sega Genesis (US) games, boxed with instructions. Send list to R White (the famous lemonade manufacturer?! — Sub Ed), 9 Aspleu Mews, Little High St, Worthing BN11 1DH. Good money paid!!!

SWAP

- Mega Drive games for swap, £4 plus a game. Any game considered. Phone (0382) 642502.
- Will swap my dayglo tank-top for one of those washing lines that twirl around. Must be cheap. Contact Adrian Pitt, Europress Impact, SEGA FORCE, Ludlow, Shropshire.
- Mega Drive games: Mickey Mouse, Shining In The Darkness, Robocod, DecapAttack, swap for Phantasy Stars, ToeJam, Chuck Rock. Tel (081) 290 6540, evenings please.

USER CLUBS

- GAMER-LINK, the club run by gamers, for gamers! Free swap service! Don't delay, write to us today! All you do is send a SAE to Stu at 28 Churchfield, Ware, Herts SG12 OEP for details

PEN PALS

- Mega Boy in early twenties wishes to write to Mega Girls, all over the country, send photo if possible to: Lee Wilson, 28 Brownsville Rd, Heaton Moor, Stockport, Cheshire.
- Hello! 13-year-old girl wants male or female pen pals. Write to: Ruth, 4 Charleston Rd, Glossop, Derbyshire. Write soon!

There's a new video entertainment rage breaking out, and like consoles it comes from Japan. SEGA FORCE publisher, ROGER KEAN, explains what it is and its relevance to video games and this magazine in particular!



IRRESPONSIBLE PICTURES

THE POWER OF THE MANGA

Back in October 1991 when we were planning the launch of SEGA FORCE, I was searching for a 'look' for the magazine, something which suited the feel of Sega games, probably something with a Japanese feel to it. Art Director Oliver Frey knew he wanted to combine the look of a comic-strip with the more traditional layout of video games magazines, and I wanted to give the mag a 'dark' cyber punk feel.

It was then that I first watched the manga video *Akira* — and I knew we had found the inspiration for SEGA FORCE!

Manga (mahn-gah) is the Japanese worked for comic. In Britain comics have long formed a part of the youth diet, but nevertheless been frowned on as being lowbrow trash. It's quite different in Japan, where manga are read and enjoyed at every level of Japanese society by every age group, and cover an enormous range of subjects.

They aren't a new thing, either. With a written language which is made up of pictograms rather than letters as we know them, Japanese are not surprisingly used to storytelling through pictures.

With so many comics about it was a natural development to start making animated films and, although there are earlier examples, the Japanese animated manga really took off after World War II. They are now known as *anime* (ani-may).

The distinction between anime and video games is a blurred one in Japan, each feeding off the other. The graphic quality of the manga, with their strong black line and bright but flat colouring lends itself immediately to the restraints of video game sprites.

And with recent advances in the technology, games designers can now virtually recreate the work of their film-making counterparts on console — witness the new spate of Mega-CD games like *Time Gal* and *Road Blasters FX*, reviewed on pages 60 and 66 this issue.

It goes the other way, too. Many recent manga films have borrowed the fast 'n' furious approach of console games, to the point where the fight 'n' chase sequences in the film *Venus Wars* actually resemble a game. Tie-ins are common, too; *Fist of the North Star* is both game and anime, while the soon-to-be-released anime film *3x3 Eyes* already made its appearance as a Sega game in 1991 (although as a very Japanese RPG, it never emerged in Britain).

Game-freak alley

Despite the wide diversity of subjects, anime manga largely have in common a science fiction approach, an obsession with technology which is not always to the benefit of people, and heroes who often live in the gutter, rather like the characters from the movie *Blade Runner*. They are, in short, strong on street cred and the doings of alley-wise fast-footed thinkers. They're also strong on apocalyptic violence. When something explodes in a manga, it takes whole city blocks with it.

Like games, the aims of anime heroes are to survive long enough to have a go at the end-of-level boss, eventually building to a climax where the very forces of Good and Evil confront each other in a battle to the death — and Good doesn't always win out!

If you haven't ever seen a manga video, it really is worth it, not only for the sheer entertainment value they provide, but also to see where the roots for so many console games lie

Thanks to Island World Communications and their Manga division, we in Britain can now enjoy Japanese manga videos, dubbed (excellently) into English. Sub-titles may be considered more purist, but it's hard to read them at the pace they go and watch the video at the same time! If you're a lucky winner of our competition on page 86 you could receive the entire collection of Manga so far released here.

Here, then, is a brief run-down on what's available from the Manga label.

Cross influences

The roots of Japanese manga go back a long way, but it wasn't until the 18th century that widely available woodblock prints sowed the seeds of today's vast comic industry. Those who know something of Japanese art history will be familiar with old paintings which are not so far removed from the 'line and colour wash' of modern comics.

In fact it was the renowned artist Hokusai who, in the early 19th century, coined the word *manga*, which literally means 'irresponsible pictures'.

Not that all manga have an irresponsible heart. Japan still remains the only country to have suffered nuclear bombing at the close of World War II, and the mushroom explosion remains a potent symbol in many of the anime, often the starting point — and sometimes the ending too.

Another common factor in the anime, which lies close to the Japanese heart, and which has probably driven the vision of many Western artists, is the gothic city notion. In this, technology is advanced, yet objects and building sometimes seem to come from a time past.



AKIRA 124 minutes, cert 15

The outstanding film which brought the West's attention to anime in 1990, *Akira* is visually and sonically stunning. Set in post-holocaust Neo-Tokyo (or Tokyo 2) it follows the adventures of Kaneda and his biker-gang friends. Idle, demotivated and low on social consciousness, their loyalty to each other is strong in a society where the rich and powerful live in cloud-scraping luxury towers, and the rest live in the streets. When Tetsuo, the runt of the gang, is injured by rival bikers, they do their best to help, but are thwarted by a heavy force that's obviously not the city medics. Tetsuo is taken to a strange laboratory where military scientists are studying psychic children, and where he suffers terrifying nightmares, which change him, awakening something dark and deadly and giving him unimagined powers.

In the secret laboratory scientists are playing with a terrible secret — the AKIRA, a force waiting to be called into new life. Eventually the connection between the transformed Tetsuo and AKIRA becomes clear. Only Kaneda can save Neo-Tokyo from a cataclysmic destruction that would make the holocaust look like a breeze. If you see no other, this one's a must, from the famous and innovative comic writer/artist Katsuhiro Otomo.

In the film's massive climax, Tetsuo, watched by Kaneda, transforms into a city-eating monster.

Low on social consciousness, Kaneda's gang play the innocents — until authority's back is turned...

Neo-Tokyo's streets are the bikers' playground, but things get out of hand for poor Tetsuo (far left).

Most action takes place at night, and the towering city blocks (above), aglow with light, are offset by the smeary light effects of the hurtling bikes.

Attempting a rescue of Tetsuo from the secret military hospital where the psychic children are kept prisoner, Kaneda runs into trouble (above). But that's nothing compared to what happens when he confronts the troubled Tetsuo (left) in the city sports arena in Akira's finale!

DOMINION TANK POLICE I and II both 69 minutes, cert 15

This comes in two parts (two vids). Set, again, in a futuristic Tokyo (pollution's so bad, everyone wears gas masks outdoors), crime has reached levels where the police rove the streets in heavily armoured tanks (and do serious damage to the city's budget when they churn up the tarmac with their caterpillar tracks). The villains of the piece are the cat sisters Annapuna and Unipuma, who work for the vicious Buaka — a great character with artificial red-lensed bullet eyes.

For some reason best known to themselves, the Buaka gang raid specialist medical urine banks, in a story that is (literally) a glorious piss-take of the gung-ho Judge Dredd style of fascist policing, where the police cause more damage than the villains.

In part two Buaka steals a priceless painting from an art gallery, and we discover that there's more to him than meets the eye. He is, to paraphrase a famous Toon, not as bad as he's drawn — but he' still badder than most...

A lot of manga have been influenced by Ridley Scott's *Blade Runner*, but obviously the gothic city is most evidently seen in the films *Batman* and *Batman Returns*. But it is interesting to note that Scott's future city vision was probably influenced in turn by the anime and manga of the '70s.

Nuclear explosions are common images in manga. This one, at the start of Akira, wipes out Tokyo. From its ruins rises Neo-Tokyo, a gothic city of the future.

Tank Police heroine, Leona, gets comfort from her boyfriend after building her own baby tank, Napoleon (below).

Surprise tank traps left by the Cat Sisters pop up under the police tanks!

Sexy and ruthless: Annapuna and Unipuma, the Cat Sisters, plan a little retribution against the Tank Police.



VENUS WARS 104 minutes, cert 15

Young Hiro ponders on the nature of love, as the Ishtarians attack his home city. But he's soon in the thick of the desert bike battle (below).

A personal favourite, *Venus Wars* takes young TV reporter Suzan Sommers to the planet Venus where the colonists have split into two nations of Ishtar and Aphrodia, on the brink of open war.

Life in the capital of Aphrodia is little different from Kaneda's Neo-Tokyo, and the action centres around Hiro Senoo, one of the star riders of the monobike gang the Killer Commandoes. It starts on the death-strewn city race track, but when Ishtar invades, the Killers are press-ganged into a specialist commando unit, which takes on the Ishtarian forces out in the desert.

To ton-loads of rattling music, Hiro and his biker friends track down the enemy in sequences that resemble nothing so much as a coin-op shoot-'em-up, while getting the hots for derring-do Suzan who's on the spot, live to Earth via satellite.

Reporter Suzan (above right) wants to get to the battle front, while Hiro finds that war is easier than love.

ODIN 93 minutes, cert 15

In the current collection, *Odin* is the odd one out in that it is more of a straightforward space adventure. A cadet crew take the starship Starlight for its maiden voyage. Answering an SOS call from a freighter, they arrive too late to do other than rescue Sara, the sole survivor. Her clairvoyant powers tell them of a mythical civilisation of immense power around the giant star of Odin. When the captain order the ship to return home, the excited crew mutiny and set off across the universe for Odin, where they face numerous battles and face defeat at the mind of a colossal robot brain.

Odin is a kind of cross between *Star Trek*, *Star Wars* and *Battlestar Galactica*, but it's the wondrous solar sailing ship that is the real star.

PROJECT A-KO 86 minutes, cert 15

Still free, A-Ko (above) gets ready to rescue C-Ko (below) from alien invaders.

The modern-day Japanese girls' school setting is the only mundane thing about this comedy. Take the heroine, A-Ko Magami, who has superstrength and superspeed; the villain, B-Ko Daitokuji, who knocks together superweapons overnight; put them together with an invading alien force under the command of a cross-dressing dipso and what you get is a fast 'n' furious action manga.

When A-Ko's best friend, C-Ko, is captured by the dastardly aliens because they think she's a princess they lost 16 years ago, B-Ko and A-Ko join forces to attack the alien fortress and rescue her.

FIST OF THE NORTH STA

Ken, the Fist of the North Star, is heir to an ancient martial arts technique, a school of fighting in which touching pressure points can kill someone between five minutes and two days later. His world is a bleak one, devastated by global nuclear war, where some struggle to rebuild a peaceable society and others revel in the anarchy of the ruined civilisation.

Ken must fight and use his strength and skill to prevent his evil brother Raoh from perverting the martial arts taught them by their father into the service of evil.

Based on a long-running Japanese TV series and an epic manga, *Fist of the North Star* has been made into a Sega RPG game. Its more graphic depiction of violence has given this video an 18 certificate.

Thugs roam the ruined city, making life a misery for the good souls...

UROTSUKIDOJI 108 mins, cert 18

Don't worry about the unpronounceable title, in English it's called: *Legend of the Overfiend.* In some respects the plot's similar to that of *Akira*, in that — in this case — an apparently harmless college boy, Nagumo, is destined to transform into a monster of terrifyingly destructive power.

In this dark vision of Tokyo, there are three parallel worlds: that of humans, the man-beasts and demons. Every 3,000 years, legend has it, the Chojin (overfiend) is born with the power to unite all three worlds.

At first, Nagumo is overlooked by Amano, a man-beast posing as a student whose task is to seek out the one who will become the Chojin. It's a mistake he lives to regret.

Of all the anime on release, *Overfiend* is the one most like a horror film. It's violent, sexually aggressive plot earned it an 18 certificate. It is, on the other hand, one of the best examples of the scope of anime manga, and in its frenetic pace, reminiscent of many arcade-adventure video games.

Amano watches the college basket ball team practise, convinced one of them's Chojin.

In an early sequence an unsuspecting student is assaulted by her teacher, who is actually a demon masquerading as a human. The creature rapidly transforms as the two pictures above show. But it's nothing compared to poor Amano (seen at the top, struggling with the forces inside him) who becomes the thing on the left!

112 minutes, cert 18

Ken, Fist of the North Star (left) fights for Good. His brother, Raoh (right), isn't so nice...

3 x 3 EYES Coming soon!

The Manga Label's next video release has already made its name as a famous Mega Drive RPG. The curious title becomes clearer when you look at this still from the film. Japanese RPGs are generally impenetrable to British game-freaks — maybe the manga anime will make the game more accessible!

Win! Win!







WIN ALL EIGHT MANGA VIDEOS!

But you must be 15 or over

Thanks to those kind manga-freaks at **Island World Communications**, we've got 18 of these fab videos to give away! First prize is the complete set of eight titles, and there are 10 runner-up prizes of *Akira*. First out of the bag with the correct answers to the simple questions below (just checking you read the article properly!) gets 'em!

In order to comply with video certification regulations, all entries must be signed by the entrant (if 18 or over), or by a parent/guardian if the entrant is aged 15–17, and give date of birth. The first prize includes two 18 certificate videos, and this can only be awarded to an entrant under 18 with express written permission from a parent/guardian, which must be included with the entry.

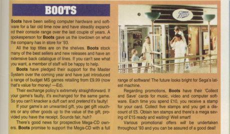
1. Who coined the word Manga?
2. Name the two main characters in Akira.
3. What's the name of Leona's tank?
4. How often does the Chojin appear?

Send entries (together with all details stipulated above) on a postcard (or back of a sealed-down envelope) to **MAKE MINE MANGA, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, and get them in by March 4!

Oh, and tell us if you don't want to receive mailings from other companies.

CHAINSTORE MASS-SEGA!

You've cash in your pocket and a few brilliant games in mind. But where are you gonna buy the latest hot cart? PAUL WOODING and ADRIAN PITT popped down the shops to see what the major chains are doing with Sega stuff this spring.



BOOTS

Boots have been selling computer hardware and software for a fair old time now and have steadily expanded their console range over the last couple of years. A spokesperson for **Boots** gave us the lowdown on what the company has in store for '93.

All the top titles are on the shelves. **Boots** stock many of the best sellers and new releases and have an extensive back catalogue of lines. If you can't see what you want, a member of staff will be happy to help.

Boots have pledged their support for the Master System over the coming year and have just introduced a range of budget MS games retailing from £9.99 (now that's value for money! —Ed).

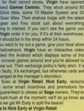
Their exchange policy's extremely straightforward. If your game's faulty, it's exchanged for the same game. So you can't knacker a duff cart and *pretend* it's faulty!

If your game's an unwanted gift, you get gift vouchers or any other goods up to the value of the gift, provided you have the receipt. Sounds fair, huh?

There's good news for prospective Mega-CD owners. **Boots** promise to support the Mega-CD with a full range of software! The future looks bright for Sega's latest machine.

Regarding promotions, **Boots** have their 'Collect and Save' cards for music, video and computer software. Each time you spend £10, you receive a stamp for your card. Collect five stamps and you get a discount of £5. Obtain ten stamps and there's a mega saving of £15 ready and waiting! Well smart!

Various promotional offers *will* be undertaken throughout '93 and you can be assured of a good deal!



VIRGIN

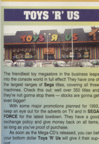
Known for their record stores, **Virgin** have opened specialised **Games Centres**. They stock around 80 Mega Drive titles, some 70 Master System and 50 Game Gear titles. Their shelves bulge with the latest **Sega** gear and they stock just about everything according to interest. If you can't see the game you want, **Virgin** order it for you. If it's at their warehouse, the cart should be in the shop within 24 hours.

If you want to try out a game, give your local store a ring beforehand. **Virgin** have an interactive video unit called the Android which displays some of the hottest console games around and you're allowed to test these out. Their exchange policy's fairly strict. If a game's faulty, it's exchanged, but otherwise carts are only changed at the manager's discretion.

PR Exec at **Virgin Retail**, **Nick Early**, reckons they've some smart incentives and promotions for 1993, guaranteed to please all **Sega** owners. They're pretty hush-hush at the moment; we'll let ya know as soon as we get Mr Early to spill the beans!

Thanks to Nick Early at Virgin Retail

TOYS 'R' US



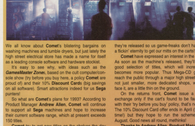
The friendliest toy megastore in the business leaps into the console world in full effect! They have one of the largest ranges of **Sega** titles, covering all three machines. Check this out: well over 350 titles and they're not gonna stop there — stocks are gonna get even bigger!

With some major promotions planned for 1993, keep an eye out for the adverts on TV and in **SEGA FORCE** for the latest lowdown. They have a good exchange policy and give money back on all items, as long as you've proof of purchase.

As soon as the Mega-CD's released, you can bet your bottom dollar **Toys 'R' Us** will give it their support.

Thanks to Bernie Lewis, Range Manager

COMET



We all know about **Comet**'s blistering bargains on washing machines and tumble dryers, but just lately the high street electrical store has made a name for itself as a leading console software and hardware stockist.

It's easy to see why, with ideas such as the ***GamesMaster Zone*s**, based on the cult computer/console show (try before you buy here, a policy **Comet** are proud of) and their 10% **Discount Cards** (big savings on all software). Smart attractions indeed for us **Sega** punters!

So what are **Comet**'s plans for 1993? According to Product Manager **Andrew Allen**, **Comet** will continue to support all **Sega** machines and hope to increase their current software range, which at present exceeds 150 titles.

Comet try to get new titles on the shelves the day they're released so us game-freaks don't have to wait a flickin' eternity to get our mitts on the carts!

Comet have expressed an interest in the Mega-CD. As soon as the machine's released, they'll provide a good selection of titles, which will increase as it becomes more popular. Thus Mega-CD games will reach the public through a major high street store and not just smaller, more dedicated shops, which, let's face it, are a little thin on the ground.

On the returns front, **Comet** issue a refund or exchange only if the cart's found to be faulty — but with their 'try before you buy' policy, that's no problem. The 10% Discount Card offer ends in April (there's still time!) but they hope to run the scheme again in August. Good news all round, methinks!

Thanks to Andrew Allen, Product Manager



OUR PRICE

Another music store dipping its toe into the wacky world of computer games is **Our Price**. At present, many of their stores carry over 35 MD titles. The number of Master System and Game Gear carts vary, but the store's looking to increase stock this year. They find new releases incredibly popular. If there's the demand for a title, they stock it!

Our Price are experimenting with a 'try before you buy' scheme. If it's a success, they'll implement it pretty damn sharpish! As for exchanges, you get a full refund if the cart's found to be faulty and you've proof of purchase.

Like most stores, **Our Price** are happy to support the Mega-CD when it materialises.

For promotions and incentives, they'll look at all aspects of the **Sega** market and dream up some cracking ideas. Fret not, you'll get a good deal.

So the next time you pop into **Our Price** for the latest Tina Turner or Pet Shop Boys record, have a browse in their computer section. You won't be disappointed!

Thanks to David Adams, Product Manager

HMV

'Know **HMV**, know music.' The famous music store's motto *should* include '...and computer games', 'cos **HMV** have taken the gaming boom by the horns and are set to impress in a big way! The chain carries around 250 titles across all three **Sega** formats. They review their range on a regular basis and whether or not it's increased depends on the performance of individual machines.

You can try carts out in **HMV**'s games departments as long as staff are available. Stores have Mega Drives and Game Gears. Don't be afraid to ask! Their returns policy follows the Consumer Protection Act closely. Any faulty product will be gladly exchanged.

HMV are up there with the best of 'em when it comes to modern technology and will fully support the Mega-CD and WonderMega when they're released. Many different promotions are planned and **Sega** machines will be part of these. So have a shifty round your fave music store and see if you can't grab a console bargain while you're at it!

Thanks to John Doughty, Computer Games Coordinator

GAME

The most exciting chain of stores to develop from the recent computer/console frenzy is **GAME**. They stock all the leading computer and console hardware/software as well as many hip 'n' happening board games.

Their support for **Sega** merchandise is very encouraging. They currently stock well over 140 Mega Drive titles and the list's on the increase all the time

Their support for 8-bit machines continues, with plans to increase the GG software base (currently at around 60 titles) and continue stocking the latest MS games.

So we know about *what* games we can buy, but what if we've got to take a cart back? **GAME** have a no-nonsense approach to refunds and exchanges. A refund or exchange is allowed if the item's found to be faulty, so choose your games carefully! A 'try before you buy scheme' *is* available, but it's best to call at off-peak periods when it's quiet!

GAME plan to start stocking Mega-CD games as soon as the machine has its British release.

Our spokesperson at **GAME**, **Dave Wilson**, told **SEGA FORCE**, 'The store will be running loads of promotions over the coming year. **Sega** owners can be assured of getting a good deal.' So keep your mince pies open for your local store.

You can't miss it! Big, bright and choc-full to bursting with every single game! Well, it *is* their name, after all!

Thanks to Dave Wilson at GAME

WOOLWORTHS

World famous high street chain **Woolworths** have a range of over a hundred **Sega** titles on their shelves at any one time. They have around 40 Mega Drive and Master System titles and approximately 20 GG games.

They're always keen to support new technology so, Mega-CD owners, keep a look out at your local store for CD product when it receives an official release.

There's no 'try before you buy scheme' in operation at **Woolies** but they give a refund if you've proof of purchase. If you ain't got ya little piece of paper, as long as the box and cart are in A1 condition, they *may* consider an exchange/refund with gift vouchers. One of the better policies, don't ya think?

Woolworths are looking into special offers and promotions, which are likely to be centred on specific products rather than their entire range. Before Christmas, they gave away a carry case worth £19.99 to customers who bought **Sega** machines.

Thanks to Val Williams, PR Manager

WH SMITH

WH Smith have always had a reputation as a quality bookseller, but over the past few years they've gained one as a leading **Sega** stockist.

Their plans for the New Year include continuing to stock the **Sega** range over all formats. There are 300 stores carrying a range of software for **Sega** consoles. The larger stores stock well over 200 games for the Mega, Master and Game Gear.

Good news for Master System owners. **WH Smith** are keen to continue their support of the 8-bit machine. In fact, they hope to increase their range of software by adding budget titles to their existing base. So MS owners can now get cheap software from a major high street store!

Customer care is something **WH Smith** pride themselves on. Their policy on software exchange seems to reflect this. If for any reason you're not satisfied with a game, take it back to *any* **Smiths** store for a refund or exchange, provided the product's in A1 condition and you have some proof of purchase (sounds fair to us!).

Thanks to Julian Neal, Product Executive



GUTTER SNIPE

Letters!

It's time to read your letters, tell Gutty what you think, but be wary of his answers 'cos they tend to cause a stink. Hates every one of ya but knows he'll lose his job if he doesn't buckle down and learn to shut his gob! Another glut of letters. They say 'you learn something new every day' — here goes...

Wotcha, plebs! You'll never guess what? (Errr... *Sega Zone* have offered you a job? —Dep Ed.) I'm not *that* desperate! Guess again. (Hmm! You're starring in panto in Frinton-on-Sea with Dame Judy Dench, Tommy Steele and some hunky halfwit from *Neighbours*?! — Dep Ed.) Wrong! Third time lucky! (Ahhhh! You're in love! —Dep Ed.) You got it, kiddo!

She's absolutely gorgeous! Her name's Greta and she comes from Wednesbury. I can picture it now...

'Do you, Gutter T Snipe, take this woman to be your lawful wedded strife...' Greta Snipe, has a certain ring to it, don't ya reckon? Well, it *is* coming up to Valentine's Day, so don't mock!

Actually, I have a teensy-weensy confession to make — I haven't actually spoken to Greta yet! She works in a supermarket near where I live. I spotted her name on the tag on her overall. She looked well sexy fondling her nectarines (aren't they out of season?! —Ed). I'll let ya know how I get on.

Check out these pages for my Valentine's Day card competition and of course, keep sending your letters and piccies. You'll notice my column's got a bit bigger. Complete domination will soon be mine!

Send your bits and bobs to GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Your pics must be no bigger than A4 size and please write your name and address on all your artwork and letters.

Don't forget, there's TACK and a T-SHIRT for the BEST LETTER and BEST PICCY received every month. Let's get on with it!

The name's Pond...

Dear Gutter
I would like you to answer the following questions:
1. Is *James Pond* coming out on the MS?
2. When *Sonic 3* comes out on the Giga Drive, will it come out on all consoles?
3. Which is the better buy, the Giga Drive or the Mega-CD?
4. Is *Street Fighter II: Champion Edition* coming out on the MD?
5. Will Tails have his own game?
6. Which is better, MS *Alien 3* or MS *Terminator*?

My best games are *Sonic 2, Lucky Dime Caper, Lemmings, Sonic* and *Asterix*.
John Lewis, Greenock, Scotland

Ask! Ask! Ask! That's all you kids ever do! Here are ya answers, short and sweet!
1. Yes, from US Gold, early summer.
2. What's all this about the Giga Drive? If it ever *does* come out, it won't be for ages yet! Who says *Sonic 3*'s coming out on the Giga Drive? Not me!
3. Oh, get a life!
4. Wow! What an original question! YES! YES! YES!
5. I can't see why not.
6. *Terminator*. Satisfied?!

What's afoot?

I've discovered a way to get real value for money from carts. Once you've finished the game, roll up those brown cords, slip off the old Plimsolls and cast off those cheesy sports socks. Voila!! Those feet are made for Mega-Driving! And, believe it or not, this makes controlling the main sprite slightly harder, especially when D-padding with the wrong foot! This method has an advantage for lesser gamesplayers — they can read the instructions at the same time as playing!

Once you've mastered *this*, handicap yourself by taping your toes together, or even leave one sock on! I've progressed to the stage where I control sprite movement with the little toe of my left foot and a piece of bamboo held in my right foot to fire/jump. I've found games take almost twice as long using my Foot Method. © A Leigh 1993. On the downside, people with a good sense of smell should be extremely careful when choosing an opponent for two-player games. Surely I must win a fiver?!
Adrian Leigh, Bedfordshire

Well, you *have* to be a complete Tom-tit, your name's Adrian! Have you been sniffing something? Like the inside of a self-cleaning oven, or what?! Surreal, man! I couldn't print your second method, far too rude! You can't possibly do *that* with a squirrel! (Errrr... thank you! —Ed.) My pleasure!

Rap up!

Dear Gutter Snipe
I read your mag every month. I think it's brill. It beats the rest. I also reckon **Nintendo** mags are a load of rubbish. One day, I'm gonna tell *Total* what I think of them!

I have a few questions to ask, so get ready! **(Oh, believe you me, I am! — Gut.)**
1. Is *Streets Of Rage* coming out on the MS?
2. When's *Sonic 3* coming out?
3. Do you know if *Total Recall* is coming out on the GG or MS?

I have a rap for you as well:

Sega, Sega beats the rest
Sega, Sega is the best
This mag is so bad
If you try to fight it you'll become sad
So don't mess with this mag
It has the best reviews in town
When you read them you won't frown
This mag makes you happy
So if you read *Total*, you'll be crappy!
Sega, Sega beats the rest
Sega, Sega is the best!
Tony Rossi, London

Errrr... yes, thank you *so* much, Tony. I'll get my agent to contact you (NOT!).
***Streets Of Rage* should appear on the Master System, but God knows when — Sega refuse to talk to me!**
You lot and your *Sonic 3*. Be patient... not till next year. There's nothing definite on *Total Recall*.
What's this *Total* you mentioned? A fairly mediocre maths text book you used at school, I bet?



What a load of dodgy geezers! This pic from Jason Coates of Hull caught my eye. He wins a SEGA FORCE T-SHIRT and TACKY RUBBISH from the infamous tack drawer. Well done, Jase!

Is this a quiz?

I've got a few questions for you, but first, a bit of grovelling to get my letter printed: Grovel, grovel, grovel, grovel... here's a fiver!

Now to the questions:

1. Why isn't Robotnik in MS *Sonic 2*?
2. Is it worth me updating to a Mega Drive? **3.** Have you got a hippo called Sylvia?

Hope not to see you soon!

Robi Faloon, Wirral, Merseyside

PS Does anyone know what PS means?

I ignored your grovelling and I ate the fiver! (Damn! —Sub Ed.)

1. Wasn't he? Who was — Cilla Black?!

2. Only if you're fed up of your MS and you've got a bit more dosh.

3. Oh God! I didn't think anyone knew!

Pork Scratchings.

What's going on here? Looks like Tails has run over his bestest buddy. Only one good use for Mr Spiky now don't ya reckon? Hedgehog-flavoured crisps! Paul Williams from St. Ives, Cornwall sent this beauty in. We've had to censor his expletives. Can't have that sort of talk in my fave mag!

Best buy

Dear Mr Snipe

Firstly, may I say what a great mag yours is. It really is better than the dross available at the moment. I have a few questions for you (**tell me something I didn't know already! —GS**).

1. Who is **Anthony Stevens**? Any chance of a signed photo?

2. Why is **Adrian Pitt** such a git?

3. Will the arcade machine *Jackal* be converted to the Mega Drive?

4. Why do beans make people fart?

5. How many Big Macs can you eat in one sitting?

I Chavez, Westcliff

1. Never heard of him.

2. Never talked to him.

3. Never heard of it.

4. Never eat 'em.

5. Never been to a 'sitting'! Take care!

Right, I reckon this is JOKE OF THE MONTH. It comes from Tony, our Design Assistant. What do you call a woman who can juggle three pints of beer and works with clay at the same time? Beatrix Potter! Get it? Oh well, it was worth a try! Let me know if you've heard any real corkers...

GUT'S THOUGHT FOR THE MONTH!

'Have ya ever seen a trainspotter? Lovely warm anorak, notepad in hand, bi-focals, packed lunch?

'Well, you may or may not know a new bunch of sad gits has recently come to light. They're startin' to creep into the very bowels of the magazine industry. I'm sure staff writers on other mags have experienced their wrath at some time or another.

'Wanna know who they are? No?! Well, I'm gonna flickin' tell ya anyhow! MISTAKE SPOTTERS, that's who! They scrutinise every page of a magazine, jot down all the spelling errors, visual blunders, caption inaccuracies etc then grab a pen and piece of paper and write to tell us about 'em! Sad beggars or what?

'Just in case one of your mates is a Mistake Spotter, here's a brief description of what to look out for. Mistake Spotters are usually male, have glasses with a waterproof plaster holding one side together, wear an Osmonds World Tour 1976 or Showaddywaddy T-shirt, have bad breath and go by the name of Denzil, Quentin or Jasper.

'Let me know if you spot a Mistake Spotter. I need to know just *how* many there are in Britain. If you happen to *be* one of these sad and sorry specimens, my Thought For The Month is this: GET A LIFE!'

Do you do tattoos?!

Dear Gut

Please find enclosed a photo taken recently. It's a tattoo of our little blue friend, created by **Gentle Geordie** in Tunbridge Wells. **Sonic** really gets under your skin!

A Hickson, Sevenoaks, Kent

Yuck, yuckety, yuck-yuck! This is the first and last time I have someone flaunting their chest on my letter's pages! It's pornographic, that's what it is!

I just hope to Betsy that Mary Whitehouse isn't a Sega game-freak! Whatever will the neighbours say? Put your nipples away, man!

A tip off

As I shuffled through my huge selection of mags the other night, I noticed a joker in the pack. Yep, you got it in one — *Game Zone*. I was horrified to find it among my **SEGA FORCE**s, but inside I found a little handbook I got free. It was full of cheats and tips, how to beat games etc.

I then looked at my **SEGA FORCE**s, found a few books, but not *one* of them had tips in — why? Don't you know enough cheats, or are you just chicken? Take this advice and release a cheats book, you'll sell many more copies of the mag with it on the front.

By no means think I'm telling you how to run your magazine, but if you're still awake, you docile fool, sort it out — now!

S Roughvie, Kirkcaldy, Fife, Scotland

(Obviously a new reader, eh listeners? Let's humour him a little!) Ooooh! A tips book! What a great idea! Nobody's ever thought of doing one of those! I'll talk to our Publisher right away!

Oh heck! We've done a flickin' tips book, blimpo, and a book with a full playing guide to *Smash TV*. I'll send ya one in the post. A cockroach, that is, not a tips book! Bye-ee!

Reader's fury!

Dear Gut bucket

I bought a copy of *Dragon's Fury* for my MD the other week, only to be confronted by the message, 'This game is not for use on the Mega Drive distributed in Japan'. Nice one, **Domark**! Thanks for the warning!

Where can I buy a copy of *Dragon's Fury*? (Not in Japan, surely?!) Are there any other new releases I should avoid buying? Maybe you should print which systems the games you review run on? I'm sure there are plenty of Jap Mega Drive owners who've suffered this inconvenience.

N Beardshall, Sale, Cheshire

Yikes! I think Ade should answer this one. What d'ya think of that little kettle of frog's nose hair, Mr Pitt?

'Well, Gut me old China, I think we first and foremost have to apologise. We *should* have put a warning somewhere in the review informing Jap MD owners not to buy the game. If any similar games come out in future, we'll let you know. You *should* be able to play a game called *Devil Crash*, which is the Jap version of *Dragon's Fury*.

'We're getting *some* games through which are code-locked on certain machines. We'll make you fully aware of what these games are, so don't worry! Thanks for the letter.' (Ain't he polite? Yuk! —GS.)

Record breaker?

Dear Sir

I'm writing to your magazine because I think I've broken a record (**what, *I Should Be So Lucky* by Kylie Minogue?! —GS**).

I'm lead to believe that the fifth level of *Terminator* has never been completed. However, I've passed Level 5 and finished the whole game. I'd be glad to demonstrate proof of this.

Karl E Denyer, Neath, West Glamorgan

Hmmmm! I reckon the letters'll come flooding in. You mark my words!

I can't believe your name's Pee Wee, but I'll give ya the benefit of the doubt. Our friend from Edinburgh has drawn a few famous faces here. They've all got taste! I never knew we had such celebrities reading our mag. Pee Wee's used loads of colours. Take note, no pencil drawings.

Letters!

First time reader

I was in Norwich when I came across your mag. I couldn't wait to get it home 'cos it was the first **Sega** mag I'd bought.

I bought it for the reviews, 'cos I had a Master System for Christmas. It gave guidelines on what to do and where to go. I'd just like to say thanks.

The issue I picked up was number 11. I know you'll say, 'He's a bit late to start collecting **SEGA FORCE**.' So what!

Anyway, I'd like to know if *Road Rash* is coming out on the MS. It looks pretty good on the Mega Drive. I'll keep in touch and write again.
Carl Arfield, Norwich, Norfolk

We welcome new readers all the time. Of course it's not too late to start buying SEGA FORCE! You've caught us at a good time — the mag's getting bigger and better.

Electronic Arts don't make Master System games, so it looks unlikely that *Road Rash* will come out on 8-bit, unless another software house buys the rights to it.

Thanks for getting SEGA FORCE. Now I'm supposed to be nasty with you, so here goes... NAFF OFF!

Right: Well I never! This looks a bit like Game Freak Alley! Smart, huh? The pic was sent by a young lady, Claire Green from Marston Green in Birmingham. The person with Sonic is our dearly departed Big Ed, Chris Knight. The lad with Tails is old stinky chops himself, Adrian Pitt and the geezer Doc Robotnik's got to grips with is our beloved Sub Editor, Warren. Great pic, Claire. If any of you Gut fans think you know what our offices look like, send a drawing and you could win a smart T-SHIRT and TACK!

Join the Deadhead Set

Dear Gutter
Could you please send me a **SEGA FORCE** membership form and some info? I'd like to know the cost of games if I bought them through **SEGA FORCE**.
Mr Unreadable Signature, Southall, Middlesex

Well, Mr U Signature, the best way to joi the Deadheads is to either buy SEG FORCE every month or take out a subscrip tion. Have a butcher's at our subs page fo details of offers. You won't find tit-bit scheaper anywhere else!

If you get the mag regularly, you'll b able to nose through each and every adve and check out the best buys. If you need t know whether a game's available, just giv the advertisers a ring. Most of 'em are prett helpful! You know it makes sense!

Troll trouble

Dear Gutty
I'd like to see a game for the Mega Drive calle *Trolls*. It could be a two-player game with excel lent graphics. The two trolls and all the level could be named and the trolls could have differ ent coloured hair.
Andrew McCarthy, age 9, Suffolk

It's certainly a good idea, Andrew. There ar a few geezers round here we could mode the game on. Those N-FORCE lot are down right ugly! Mat's bought a hat that leaves a lot to be desired. He's a definite candidate!

If the Troll figures catch on in a big way who knows, a game *could* come out. Afte all, there's one on its way called *Humans*, s why can't we have a game starring Trolls (Here! Here! —Ed.)

OFF THE WALL!

The most colorful wall in GAme Freak Alley! When Gut receives your pics, this is where most of 'em find a home! Keep your masterpieces flooding in. Send 'em to the usual Gutter Nipe address, but please, no bigger than A4. Cheers!


TARA McGRADY
Cleaton Moor, Cumbria



JOHN REILLY
Glasgow

ROBERT CATTON
age 9, Southport, Merseyside



TIM BARFOOT
Chirton, Devizes

J. Lew
Scotlan



MARK BECKHAM
Consett, County Durham

DEBBIE NEWPORT
age 11, Swindon, Wiltshire


KEVIN WILLIAMS
South Wirral, Cheshire



We're only human...

Dear Gut
I'm writing to say how disappointed I am that *Humans* isn't coming out soon on the Game Gear. Do you know when it'll appear?
Barry Glay, Tyne and Wear

Good news, Barry. We've just heard that *Humans* is set for a late spring/early summer release. I gave the guys who are producing the Mega Drive version a ring and they tell me the GG game's pretty nifty! Keep your eyes peeled on our previews in future issues for more details.

See, I can be nice if I wanna be!

I've a feeling there's something strange going on here. This Ingrid Chavez person from Essex, draws and writes like Anthony Stevens! What do the rest of you think? Have I got the lad sussed, or what? Anyway, Tails gets it in the neck from Sonic! I thought they were the bestest of buddies? Never mind!

Everything explained

Dear Gutter Snipe
I read your column every month — I love it! I have a Master System II and I'd like to ask you a few questions.
1 Will there be a two-player *Sonic 2* for the MS or GG?
2 Are you starting a games index in your magazine?
3 Will there be a Menacer for the MS soon?
4 Are *Predator 2*, *Terminator 2* and *Greendog* coming out for the MS?
5 Please could you explain the differences between the Mega CD, the WonderMega, the Sega Genesis and the Mega Drive?
6 Is there a converter so I can play GG carts on the MS?
7 Do I need Sega's permission to put together my own mag?
Neil Cooper, High Wycombe, Bucks

Well, Neil, this looks like a letter Ade can answer. Over to you, Mr Pitt...

OK, let's get 'em outta the way! 1. No plans for a two-player *Sonic 2* for MS/GG. 2. Over the last few months we've been compiling an index. We plan to put one in the mag real soon. 3. There's no talk of a Menacer for the MS. 4. *Predator 2* is available now, *Terminator 2* is out in June '93 and I've heard nothing about *Greendog*, but I'll let you know if any news comes my way.

5. The Mega CD slots on top of your Mega Drive. You can play the latest games on compact disc and, believe you me, they're well smart. Check out this ish for loads of Mega CD games. The WonderMega's a Mega Drive and CD player in one. On the left-hand side of the machine you plug in carts. The right-hand side's the actual CD player. It has karaoke facilities, too. The Genesis is the name for the American Mega Drive. Most of the carts that work on American machine work on Jap and British Mega Drives.

6. There's a converter that allows MS games to play on the Game Gear, but no gizmo that allows GG games to play on the

DAVID ROBERTSON age 8, Nairn

WAYNE SPILLETT age 11, Game Freak Alley

PHILLIP FIELDS Northampton

JOHN LEWIS Greenock

KIER BAGWELL Camber, East Sussex

JON KNIGHT age 12, Halesowen

SIMON CRACKNELL Chelmsford, Essex

Letters!

MS 7. If you're just producing a small mag or fanzine to circulate to friends and family, I don't see you need Sega's permission. They might get annoyed if you use their logo, though. Sega don't endorse any mags, not even ours, but they still love us... I think! — Ade

Are they the Game Masters?

Dear Gutter Snipe

The other day I went round to my mate's house. He had a copy of the mag *GamesMaster*. I had a look through and spotted a review of *Sonic 2*. I love the game *so* much, I thought they'd rate it over 90%. I turned the page and saw their rating — 65%!! They said it was dead slow, dead boring and not to bother buying it! How can you not bother with such a brilliant game?

Good job there's a mag like yours around.



Right: There's no escaping these two! Sonic and Tails drawn by David Ord of Failsworth, Manchester. A good representation of the Sega artwork, Dave!



Left: A day at the arcades! This lubbly jubbly pic comes all the way from North Greenford in Middlesex. The artist is Jamie Thornton. Not too sure about the Sega Power T-shirt!

You gave *Sonic 2* 97%. Is *GamesMaster* magazine trying to brainwash people? I'd like to warn everyone who reads **SEGA FORCE** to think carefully before buying the *GamesMaster* mag. See ya!

Michael Murray, Liverpool

Hmmmm! Strange that! As you say, Mike, *Sonic 2*'s worth a helluva lot more than 65%. Perhaps the reviewer's car broke down that day, or maybe his hamster died? Who knows. I tend to agree with you — but then I would, wouldn't I?!

Win a T-shirt, with love!

I didn't wanna do this! I was forced! I may be in love, but I ain't soppy!

This lot wanna give away a T-SHIRT to the sender of the BEST VALENTINE'S CARD. Which is a bit stupid, really, 'cos how are we gonna know who to send the flickin' T-shirt to? The cards are supposed to be anonymous! Okay, so we'll have to break the rules just this once.

Imagine my true love, Greta, is *your* girlfriend. Send her a tacky Valentine's card with an equally tacky message. The tackiest card with the best message wins the T-shirt. Let me know if ya want the Deadheads to sign it.

Write your name and address clearly on the back of the card and send it in sharpish to **BE MY VALENTINE GRETA, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. What a pile of soppy schmultz! (Philistine! —Dep Ed.)

T-SHIRT WINNER

Golden Oldie!

Dear Gutter Snipe

I've just finished reading your column and I was interested in the letter from **M Corrall**. Well, I can beat him age-wise! I've just bought myself a Mega Drive for Christmas and I'm 39 years old! I think they're brilliant!

At the moment, I'm trying to master the original *Sonic* game. Probably still be on it when I'm 65, as at the moment I'm bloody hopeless. After two weeks, I'm still only on Level 2. My niece keeps trying to get me to try the cheat mode but I refuse to cheat!

Anyway, can you recommend two or three games that are suitable for an old codger like myself?

Also, I'm after one of your T-shirts, as the blokes at work don't believe I'd write to you (and admit my age in print!). Besides, where does it say how old you have to be to enjoy yourself? After all, when it comes down to it, we're all kids at heart!

Can I have an Xtra Large T-shirt and anything else you'd like to send me? After all, I've a wife and two kids to support!

James Kirkland, Malmesbury, Wiltshire

Well James, you've done it! Written to me *and* admitted your age to millions of game-freaks! NOW WILL YOUR MATES BELIEVE YOU?!! The sad beggars!

39's not *that* old! *40*'s old! Oh dear! Nearly there, mate!

If you wanna couple or three good MD games, try *Mick and Mack*, *Flashback*, *Chuck Rock* and *Taz-Mania*.

I've taken pity on you, not just 'cos you're an old crinkly, but because you live in a place with a ridiculous name. Malmesbury! I ask ya! Sounds like a setting for a Miss Marple novel!

Now grab ya TACKY RUBBISH and T-SHIRT and get back to work, you lazy fop!

Aeroplane antics

Dear Uncle Gutter

I've recently bought a Game Gear. The instruction manual says something about TV and radio signals affecting the pictures on the GG. I wonder whether this works the other way around, with the GG affecting radios, TVs etc.

The reason I ask's 'cos my Dad lives in Spain and I travel there a lot. The plane companies tell you not to use radios in-flight as they could interfere with the instruments in the cockpit. I'm worried I won't be able to play my Game Gear on the plane and would have no excuse to refuse the crap food they serve!

Dayglo Dice, Duston, Northampton

What a strange question! Well, Britannia Airlines dish out Game Gears to youngsters in-flight, so playing your handheld *must* be OK. If you've got any worries, give the airline company a ring and they'll tell you what electrical gadgets you can use on a plane. The next time you go to sunny Spain, can I hide in ya suitcase? I need a new pair of castanets. This pair I've got on at the moment are killing me! (Fool! — Dep Ed).

Festive spirit?

Dear Gutter Snipe

Christmas is over, all that remains is the turkey and selection boxes nobody wanted! This Chrimbo will be remembered for many things, most notably the massive advertising war between **Sega** and **Nintendo**.

Another aspect of Christmas was the abundance of software. Companies were definitely cashing-in on our festive cheer. Certainly, the console giants will have enjoyed massive success over the jolly season, as will the software houses.

However, did anyone spare a thought for those less fortunate in our society. Surely companies could donate some percentage of their profits to charities?I can remember such packages being available for my Acorn Electron.

The companies at the time earned themselves a good name and helped a worthwhile cause. Some come on **Sega** and **Electronic Arts**, try to enter into the Christmas spirit next time!

Chris Rae, Lockerbie, Dumfiresshire

Well, bless my soul! What mission are you on? You were obviously feeling extremely Christmasy when you put your letter together. It's been a long time since I saw a charity package. It's a different world these days. Money! Money! Money! It makes the world go round, ya know?! I'm not used to answering deep and meaningful letters like this one! What do the rest of you think? (It's a cop out, I know, but I ain't got the patience to deal with do-gooders!

That old chestnut!

Dear Gutter Snipe

May I remind you this is a mag for all **Sega** machines, not just Mega Drives. As a proud owner of a Game Gear, I expect to see more on this fabulous machine. Issue 13 had only five GG reviews.

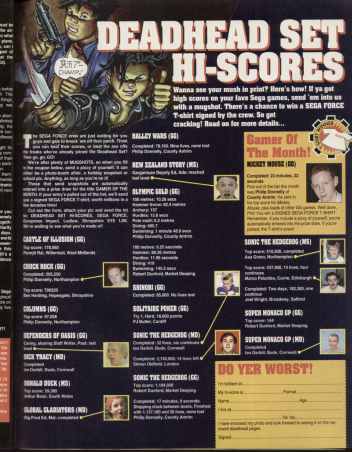
Scott Matthews, Sega Force city

Would somebody pass the Paracetomol?!

Right, it's time to bid ye farewell. Don't forget the TACK and T-SHIRT for the BEST LETTER and PIC and I wanna see loadsa Valentine's cards for Greta. Believe you me, she's gorgeous! Not too sure about that wart on her top lip, though!

Have a good month, I know I won't! I'll be ready for your glut of inane questions next time. Don't fret if you've written in and ain't seen ya letter. I've either eaten it, mopped up me coffee with it or saved it for next ish.

Until then, don't pick scabs, worms get in!



DEADHEAD SET HI-SCORES

Wanna see your mush in print? Here's how! If ya got high scores on your fave Sega games, send 'em into us with a mugshot. There's a chance to win a SEGA FORCE T-shirt signed by the crew. So get cracking! Read on for more details...

The SEGA FORCE crew are just waiting for you guys and gals to knock 'em off their perch. Think you can beat their scores, or beat the ass offa the freaks who've already joined the Deadhead Set? Then go, go, GO!

We're after plenty of MUGSHOTS, so when you fill in the coupon below, send a piccy of yourself. It can either be a photo-booth affair, a holiday snapshot or school pic. Anything, as long as you're on it!

Those that send snapshots are automatically entered into a prize draw for the title GAMER OF THE MONTH. If your entry's pulled out of the hat, we'll send you a signed SEGA FORCE T-shirt, worth millions in a few decades time!

Cut out the form, attach your pic and send the lot to: DEADHEAD SET HI-SCORES, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. We're waiting to see what you're made of!

CASTLE OF ILLUSION (GG)

Top score: 178,060
Parmjit Rai, Willenhall, West Midlands

CHUCK ROCK (GG)

Completed: 205,250
Philip Donnelly, Northampton

Top score: 799320
Ben Harding, Hopesgate, Shropshire

COLUMNS (GG)

Top score: 97,008
Philip Donnelly, Northampton

DEFENDERS OF OASIS (GG)

Caring, sharing Staff Writer, Paul: last level

DICK TRACY (MD)

Completed
Ian Darbill, Bude, Cornwall

DONALD DUCK (MS)

Top score: 59,385
Arthur Bean, South Wales

GLOBAL GLADIATORS (MD)

Big Prod Ed, Mat: completed

HALLEY WARS (GG)

Completed: 78,160. Nine lives, none lost
Philip Donnelly, County Antrim

NEW ZEALAND STORY (MS)

Gargantuan Deputy Ed, Ade: reached last level

OLYMPIC GOLD (GG)

100 metres: 10.28 secs
Hammer throw: 82.4 metres
Archery: 157
Hurdles: 13.8 secs
Pole vault: 6.2 metres
Diving: 485.7
Swimming: 1 minute 48.9 secs
Philip Donnelly, County Antrim

100 metres: 9.25 seconds
Hammer: 89.36 metres
Hurdles: 11.96 seconds
Diving: 419
Swimming: 145.3 secs
Robert Dunford, Market Deeping

SHINOBI (GG)

Completed: 85,800. No lives lost

SOLITAIRE POKER (GG)

Try 1, Hard, 18,600 points
PJ Butler, Cardiff

SONIC THE HEDGEHOG (MD)

Completed: 32 lives, six continues
Ian Darbill, Bude, Cornwall

Completed: 2,740,000, 14 lives left
Simon Oldfield, London

SONIC THE HEDGEHOG (GG)

Top score: 1,184,920
Robert Dunford, Market Deeping

Completed: 17 minutes, 9 seconds. Stopping clock between levels. Finished with 1,137,180 and 36 lives, none lost
Philip Donnelly, County Antrim

Gamer Of The Month!

T-SHIRT WINNER

MICKEY MOUSE (GG)

Completed: 23 minutes, 22 seconds
First out of the hat this month was **Philip Donnelly** of **County Antrim**. He sent in his top score for *Mickey Mouse*, plus loads of other GG games. Well done, Phil! You win a SIGNED SEGA FORCE T-SHIRT. Remember, if you include a piccy of yourself, you're automatically entered into the prize draw. If you're picked, the T-shirt's yours!

SONIC THE HEDGEHOG (MS)

Top score: 510,500, completed
Asa Green, Northampton

Top score: 437,900, 14 lives, four continues
Marco Palumbo, Currie, Edinburgh

Completed: Two days, 182,300, one continue
Joel Wright, Broadway, Salford

SUPER MONACO GP (GG)

Top score: 144
Robert Dunford, Market Deeping

SUPER MONACO GP (MD)

Completed
Ian Darbill, Bude, Cornwall

DO YER WORST!

I'm brilliant at...

My hi-score is..............................Format..............................

Name...Age..............................

I live at...

..............................Tel. No..............................

I have enclosed my photo and look forward to seeing it on the hallowed deadhead pages.

Signed...



Next Month

What with Sega being really temperamental, who knows if we'll have *Streets Of Rage II*, *Chakan* and *Shinobi III*, but we'll try bloody hard to get 'em for ya!

André Agassi got locked in his changing room so the promised feature got delayed! Fret not! We'll cram it in next month if there's room — along with a mega-exclusive interview! Two of the wackiest dudes in television review a pile of MD, MS and GG games. Who are they? Stay tuned!

Plus the lowdown on *Super Kick Off*, *Flashback* and Marshal takes a sneaky peek at MD *Superman* and *King of the Monsters*. More cracking competitions, tips, news and previews. You'd be mad to miss out!

Grab Issue 16 on Thursday, 4 March. It's gonna be a corker!

EVERYONE'S JUMPING ON SEGA'S BANDWAGGON, SO NEXT MONTH WE TAKE AMSTRAD'S MEGA PC OUT FOR A SPIN TO SEE IF IT CAN PLEASE DIE-HARD GAME-FREAKS AS WELL AS BUSY DADS WHO WANT A HOME OFFICE (YAWN)!

SEGA FORCE 13 COMPO WINNERS

SAUSAGE AND TIPS

Virgin Publishing have 15 copies of the **Sega Mega Drive Power Tips Book** to give away. The lucky winners are: **Mike Counter**, Truro, Cornwall; **Ian Lockwood**, Southport, Merseyside; **Graham Taylor**, Northumberland; **Laura Makin**, Cardigan, Dyfed; **John McGowan**, Chesterfield; **Michael Valentine**, Co Down; **Wayne Riley**, Stoke-on-Trent; **S Elliot**, Norwich, **Paul Cannon**, Farnborough; **Lee Wall**, Portsmouth; **MJ Abrahamson**, Norwich; **Stephen Gaskill**, Co Durham; **J Canning**, Evesham; **Jagjit Virdi**, West Bromwich; and **Deborah Procter**, Blackburn.

BIFFED BY BART

A **Bart Simpson** *CharacteriStick* joystick from **Cheetah** for: **Andrew Tomlinson**, Warrington; **Danny Foley**, Warley, West Midlands; **Gordon Perkis**, Harleston, Norfolk; **Mrs J Mayers**, Dinnington; and **Sarah Clarke**, Preston.

I'VE GOT OVAL BALLS

We've extended the deadline for this one to give you an even greater chance of winning! Check out the compo in Issue 13, page 34. Answer the three questions and send your entries to the usual address. The deadline's now **4 March, 1993.**

BLACK MARSHAL AND THE DARK KNIGHT

The winner of the cool **Deluxe Batman** collectable figure is **Daniel Moss** of Newcastle.

I CAN'T BELIEVE IT'S NOT GUTTER!

We've received so many entries for this comp! Some of the stories you came up with are hilarious. So, because we like a laugh, we're extending the deadline.

If you wanna visit us here at **SEGA FORCE**, check out Issue 13, page 42, and tell us 'What happened next'. You've got until **4 March 1993** to get your entries to us.

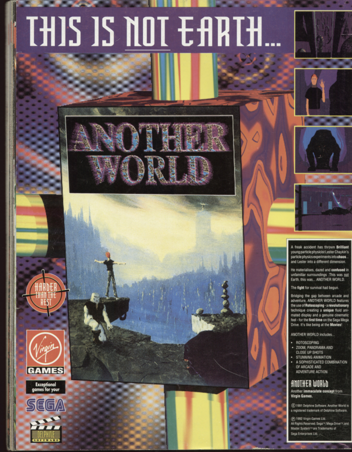
TACKY POSTCARD WINNER!

When we look through your compo entries, we often find the odd tacky postcard or ten! The tackiest postcard each month wins a pile of tack outta the infamous Tack Drawer.

The lucky (if that's the word!) winner this ish is **Raymond Sarkar** of **Edmonton, London** for this lovely card of the West Highland Line at the Glenfinnan viaduct. Well smart! (Sarcasm is the lowest form of wit! —Ed.) Keep 'em coming, folks! Your tack's on its way to you, Raymond!



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The fight for survival had begun.
Bridging the gap between arcade and adventure, ANOTHER WORLD features the use of Rotoscoping - a revolutionary technique creating a unique fluid animated display and a genuine cinematic feel - for the first time on the Sega Mega Drive. It's like being at the Movies!
ANOTHER WORLD includes...
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• STUNNING ANIMATION
• A SOPHISTICATED COMBINATION OF ARCADE AND ADVENTURE ACTION
ANOTHER WORLD
Another immaculate concept from Virgin Games.
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THE BIG BREAKFAST

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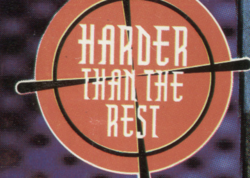
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WHO KNOWS – IT COULD BE YOU LYING ON THE BIG BREAKFAST BED NEXT TO PAULA YATES!

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ANOTHER WORLD

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THE BIG BREAKFAST MASTER BLASTER MAYHEM

OFFICIAL ENTRY CARD

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(IF YOU ARE UNDER 18 PLEASE GET A PARENT OR GUARDIAN TO SIGN HERE)

☐ I CONSENT TO MY SON/DAUGHTER BEING ENTERED INTO THE BIG BREAKFAST MASTER BLASTER MAYHEM CONTEST AND AM WILLING FOR OUR FAMILY TO APPEAR ON TELEVISION IF THIS IS THE WINNING ENTRY. (THE WINNING FAMILY WILL BE CONTACTED IN PLENTY OF TIME TO MAKE ALL NECESSARY ARRANGEMENTS!)

SIGNED ....
RELATIONSHIP TO ENTRANT (EG: FATHER) ....

TIE BREAKER: (COMPLETE IN NO MORE THAN 15 WORDS) ME AND MY FAMILY SHOULD BE ON THE BIG BREAKFAST BECAUSE...

QUESTION ONE

THERE IS A MASTER BLASTER SECTION ON THURSDAY'S BIG BREAKFAST AT 7.45AM – WHO PRESENTS IT?

- ☐ BEN THE BOFFIN
- ☐ NIGEL THE KNOW-ALL
- ☐ HARRY THE HACKER

QUESTION TWO

MASTER BLASTER IS SOMETIMES PRESENTED BY ZIG AND ZAG ON MONDAY'S. WHO ARE ZIG AND ZAG?

- ☐ COMPUTER GAME PROGRAMMERS
- ☐ FOOTBALL SUPPORTERS
- ☐ ALIENS FROM THE PLANET ZOG

QUESTION THREE

WHICH ONE OF THE FOLLOWING IS NOT A BIG BREAKFAST FEATURE?

- ☐ TRUTH OR DARE
- ☐ GUESS THE MESS
- ☐ THE CRUNCH

PLEASE TICK THE APPROPRIATE BOX ✔

CLOSING DATE FOR ENTRIES 1ST MARCH 1993
FULL RULES AVAILABLE ON REQUEST
NO PURCHASE NECESSARY. FOR AN OFFICIAL ENTRY CARD PLEASE WRITE TO THE ADDRESS ON THE OTHER SIDE OF THIS CARD ENCLOSING A STAMPED, SELF-ADDRESSED ENVELOPE

100's OF PRIZES UP FOR GRABS —

INCLUDING THE CHANCE FOR YOUR FAMILY TO APPEAR ON BRITAIN'S BRIGHTEST BREAKFAST SHOW FOR A WHOLE WEEK!

AS SEEN ON TV!

THE BIG BREAKFAST

MASTERBLASTER MAYHEM!

MEET CHRIS AND GABBY! CHALLENGE BEN THE BOFFIN!
BE A TV STAR FOR A WHOLE WEEK!